

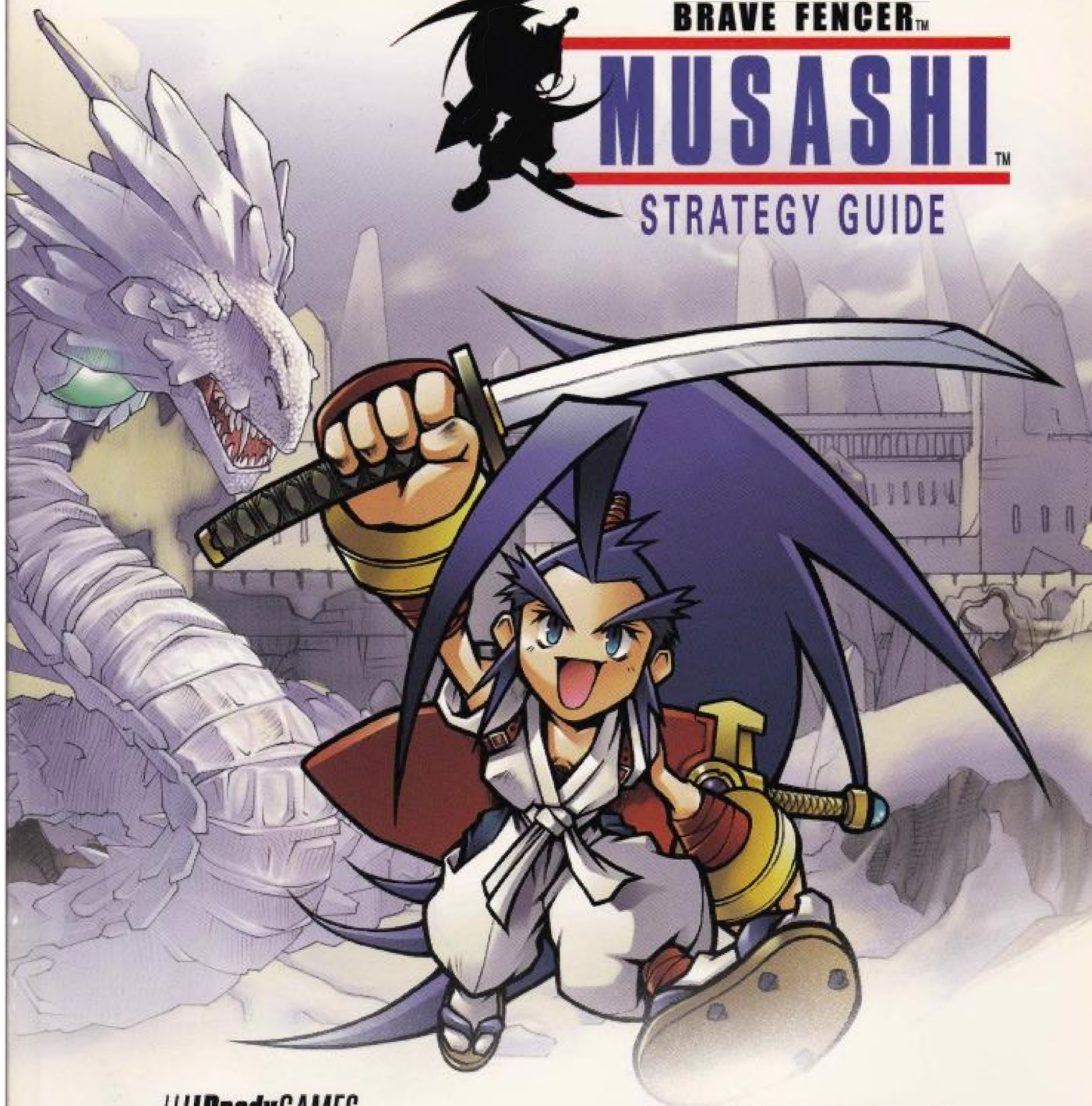
Exclusive Walkthrough of  
**FINAL FANTASY® VIII**  
Demo!



OFFICIAL  
**BRAVE FENCER™**

**MUSASHI™**

STRATEGY GUIDE



**BradyGAMES**  
STRATEGY GUIDES

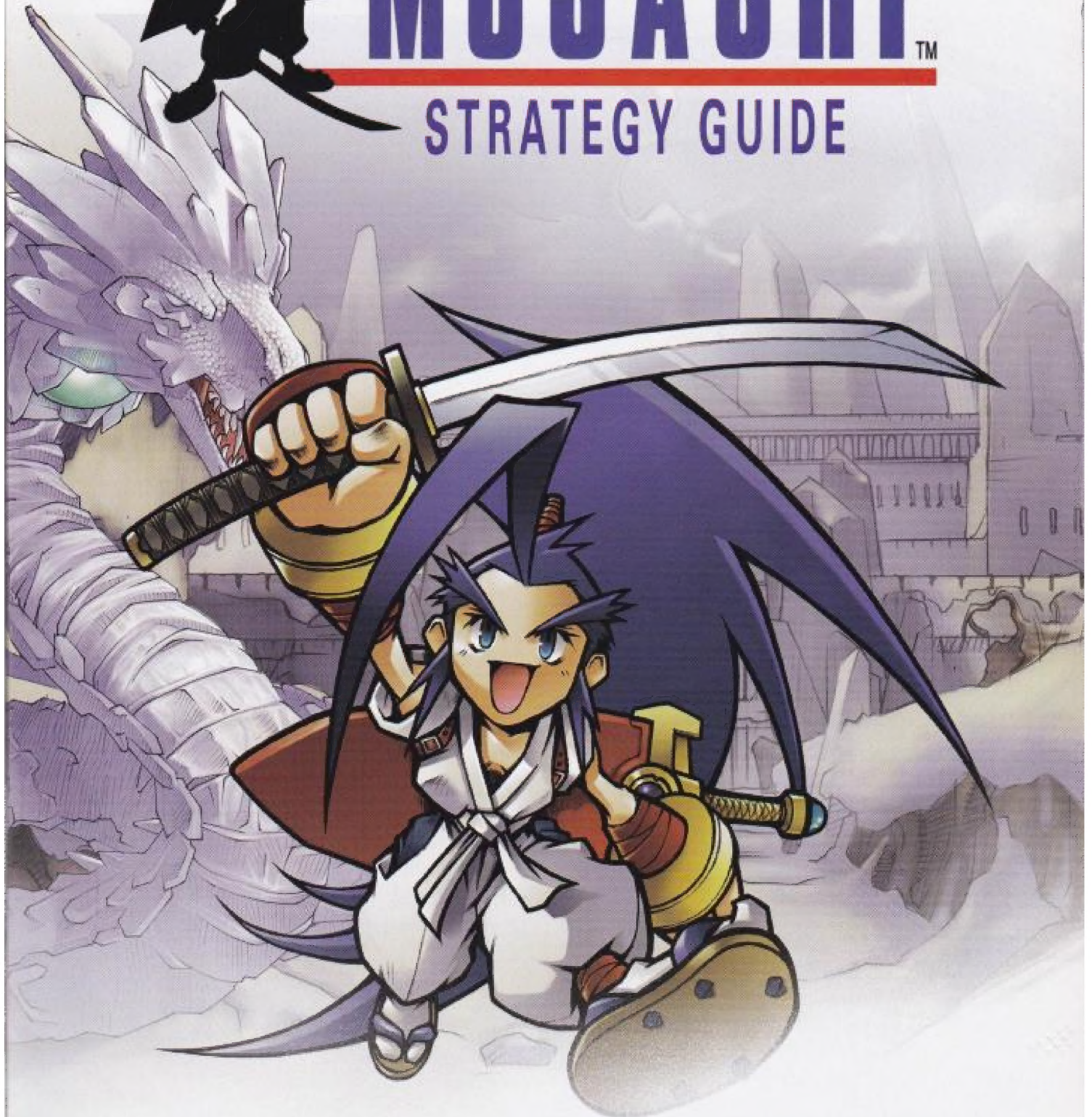
**SQUARESOFT®**



OFFICIAL  
BRAVE FENCER™

# MUSASHI™

STRATEGY GUIDE



BradyGAMES  
STRATEGY GUIDES

SQUARESOFT®



## OFFICIAL BRAVE FENCER™ MUSASHI™ STRATEGY GUIDE

©1998 Brady Publishing

All rights reserved, including the right of reproduction in whole or in part in any form.

©1998 Square Co., Ltd. All rights reserved. Square Soft is a registered trademark of Square Co., Ltd. Brave Fencer and Musashi are trademarks of Square Co., Ltd.

### LEGAL STUFF

Brady Publishing  
An Imprint of  
Macmillan Digital Publishing USA  
201 W. 103<sup>rd</sup> St.  
Indianapolis, IN 46290

ISBN: 1-56686-832-7

Library of Congress Catalog No.: 98-073575

**Printing Code:** The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 98-1 shows that the first printing of the book occurred in 1998.

01 00 99 98      4 3 2 1

This book was produced digitally by Macmillan Computer Publishing and manufactured using computer-to-plate technology (a film-less process) by GAC/Shepard Poorman, Indianapolis, Indiana.

### Limits of Liability and Disclaimer of Warranty:

THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

## BradyGAMES Staff

### Publisher

Lynn Zingraf

### Editor-In-Chief

H. Leigh Davis

### Title/Licensing Manager

David Waybright

### Marketing Manager

Janet Eschenour

### Acquisitions Editor

Debra McBride

### Creative Director

Scott Watanabe

### Marketing Assistant

Ken Schmidt

## Credits

### Development Editor

David Cassady

### Project Editor

Tim Cox

### Screenshot Editor

Michael Owen

### Book Designer

Scott Watanabe

### Production Designers

Dan Caparo

Max Adamson

## Special Thanks

BradyGAMES would like to extend a special thanks to the entire team at Squaresoft. Creating a strategy guide takes the combined and dedicated effort of many people. In particular, we would like to thank Rick Thompson and Fernando Bustamante for providing such a keen technical eye to the manuscript. In addition, we would also like to thank Kenji Mimura, Kyoko Yamashita, Keiko Kato, and Jun Iwasaki for their continued support.





# Table of Contents

Introduction .....	4
Game Basics .....	5
Characters .....	13
The Walkthrough .....	19
Chapter 1: The Journey Begins .....	20
Chapter 2: A New Journey .....	29
Chapter 3: Saving Tim.....	59
Chapter 4: The Duel at Dragon Island .....	95
Chapter 5: The One That Nests Underground .....	113
Chapter 6: Sword of Luminescence.....	129
Game Secrets .....	155
Lumina Abilities .....	165
Assimilated Abilities .....	167
Learned Techniques.....	173
Items .....	175
Weapons & Armor .....	179
Village Shops .....	181
Bestiary .....	187
Special FINAL FANTASY VIII Demo Guide.....	195

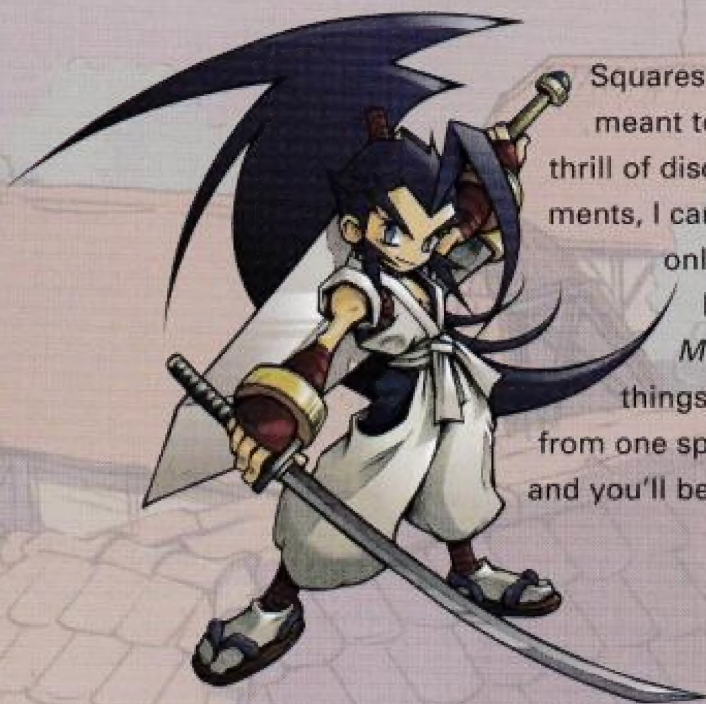




# Introduction

Welcome to the world of *Brave Fencer Musashi*! As is the case with other Square titles, you can bet that once you begin the game, you'll become engrossed and entertained for the entire length of this epic adventure. However, unlike most of Square's other RPGs, *Brave Fencer* emphasizes action in its gameplay. This being the case, prepare to give your gaming skills a workout from the start.

With brilliantly written characters and some very challenging gameplay, *Brave Fencer Musashi* should not be taken lightly. You must outwit the enemies and explore every nook and cranny, while guiding Musashi through worlds packed with tough Bosses, challenging puzzles, and intriguing secrets. So, to get you through the game safely, this book will give you absolutely every tidbit of information you need to know in order to defeat the game, uncover all the secrets, and hone your sword-slashing skills!



Squaresoft games—more than any others—are meant to be experienced, so to avoid ruining the thrill of discovery or the rewards of your accomplishments, I can't stress enough that you use this book only when you're stuck. After all, the real basis for enjoyment in *Brave Fencer Musashi* is exploring and discovering new things on your own. This book can help you get from one spot to the next, but discover your own path and you'll be greatly rewarded. Enjoy the game!







# *Game Basics*



BRAVE FENCER

**MUSASHI**™





## Game Basics

### An Intro for New Players


*Brave Fencer Musashi* is a completely new experience for many gamers. The game, a combination of storyline and action, is something that requires lots of skill and exploration. Although Musashi is skilled in swordfighting, he must also acquire and use abilities by assimilating other enemy's powers and using elemental-based attacks. This may be complicated for some gamers, but it's fairly easy to learn with a little practice.

This section is dedicated to providing all the basic knowledge you need to begin your journey. From a complete list of Musashi's different physical abilities, to how to deal with the concept of time in the game is outlined for you. After giving this section a thorough read, you'll be prepared to chase down the Five Scrolls and pursue the evil Thirstquencher Empire.



### Musashi's Different Actions

Musashi begins the game with limited abilities, in terms of attacking enemies and exploring his environment. As you progress through the game, Musashi will acquire different skills and actions.

### Weapon Attacks

As Musashi begins his journey, he will be equipped with **Fusion**. This lightweight weapon is easy to handle and enables you to attack with quick swipes by continuously pressing the  button. The downside to using Fusion is that until Musashi's attack power increases, it doesn't cause a great deal of damage. However, Fusion's greatest strength lies in its ability to assimilate powers from enemies, which is further explained later in this section.





Shortly into the game, Musashi obtains his second sword, **Lumina**. Although heavier, Lumina enables you to inflict more damage per hit. To attack enemies with Lumina, press the  button. You can also perform certain abilities with Lumina by charging the Gauge Bar (hold down the R1 button), and then pressing the  button. The action that Musashi performs varies depending upon which scroll he is equipped with.







## Throwing Attacks

Another ability that Musashi initially possesses is throwing. When Musashi is next to an enemy or object, press the  button to have him pick it up. Press the  button again to throw the enemy or object. You can use this ability to move certain objects, obtain items, or attack different enemies.





After acquiring Lumina, you can throw an enemy straight up into the air. To perform this trick, pick up the enemy by pressing the  button, and then press the  button to throw the enemy. Although the Throw action isn't necessarily very powerful for destroying enemies, it's particularly useful when throwing an enemy off a path or into the water.




## Climbing

Musashi can climb certain poles and trees throughout the game. By jumping onto the pole and then pressing the D-pad (or Analog stick) to move up or down the pole, Musashi can reach higher ledges or travel across rivers.



Later in the game (after Musashi acquires the Legendary Bracelet), you can scale certain walls and mountainsides. This is accomplished by jumping onto the wall, and then alternately pressing the  and  buttons.

## Defending

By pressing the R1 button, Musashi can block any frontal attacks. The only drawback to using this action is that you can't run or jump while Musashi is blocking. You also can't defend against any attacks from behind. You can use this action when you get confronted with a room full of enemies, and you need some time to correctly position yourself for the attack. If Musashi finds himself in a hairy situation, press the  button while defending to perform a quick backflip.





## Jumping

The art of jumping onto far ledges or platforms is a difficult task to learn. Press the **X** button to make Musashi jump. Musashi can jump greater distances if he has some room to run. However, if you're having trouble reaching a platform that seems just a little too far, well, it may very well be too far.



Later in the game, Musashi will obtain the **Legendary Belt**, which enables him to perform double jumps by pressing the **X** button twice. This ability enables Musashi to reach ledges and platforms that are further away, while increasing both the length and height of his jump. For best results when using the double jump, press the **X** button to jump, and then press **X** again at the peak of your jump.

## Exploring: At the Palace

When you enter the palace, you'll have a fixed menu of different things you can do. In the palace, you can visit the palace members that you have rescued from Bincho Fields, visit Scribe Shanky in the Library, rest or play with toys in your room, or ride the Gondola after you repair it.

Once you leave the palace at the beginning of the second chapter, you can reenter it at any time. To do so, simply pass through the arched doorway along the wall near the Church in Grillin' Village. Visit the palace often and speak with all those who live there, especially once you've rescued them from the large, green diamonds called Bincho Fields. These people can provide important information pertaining to your quest, teach you new techniques, or even trigger different events that occur in the game.

## Exploring: In the Village

While in Grillin' Village, you will not encounter any enemies. Also, you can rotate the camera angle by pressing the R2 or L2 buttons. This proves useful when trying to find different houses and shops. To interact with the people in their homes, simply stand next to the door and knock on it by pressing the **□** button.





You'll also notice that the majority of the villagers won't answer their door in the late evening hours. Make sure you examine the patterns in which the villagers spend their days. For example, Mrs. Grange and Mrs. Lands will gather near the Church Well at 8 am and stay there until 4 or 5pm, at which time they return to their homes. Knowing each villager's daily routine and schedule is helpful in tracking down where they will be at certain times of the day.



Also, keep in mind that some shops only stay open during specific hours and days of the week. You can check a shop's schedule by examining a shop's door when it is closed.

## Exploring: In the Field



There's one small difference in controls when you're exploring in the field: you can't control the camera angle. However, this is the area in which you'll encounter enemies. By destroying enemies or discovering items, Musashi acquires power-ups like **Heart Tablets** (restores your HP), and **Bincholons** (restores your BP). You can earn **Dran** (the Brave Fencer term for currency) by exploring areas and defeating enemies. During this exploration, you'll also discover elemental crests, which are important to progressing through the game.

## The 24-Hour In-Game Clock

*Brave Fencer Musashi* incorporates a real-time clock within the game. This clock runs 24 hours a day, seven days a week and many events during the game are dictated by this calendar. Such things as the operation hours of shops, the waking hours of the villagers, game-related events, and access to different areas are all affected by the in-game clock.

The calendar days in the game rotate in the following order: Monday, Tuesday, Wednesday, Thursday, Skyday, Saturday, Sunday. To determine the current time and day, refer to the display in the lower right-hand corner of the screen. This clock also has an effect on Musashi; over time, his BP will decrease, while HP and "tiredness" will increase.



## Relieving Tiredness

Because *Brave Fencer Musashi* runs in real-time, you will notice that Musashi will grow tired over a period of time. You can gauge his tiredness by checking the "Tired" percentage at the bottom of the Sub Menu screen. When Musashi's Tired percentage goes past 50%, the small, circular portrait window in the lower right-hand side of the screen will begin to close. When it completely closes, Musashi is 100% tired.



Tiredness greatly affects Musashi's performance in the game. When he's tired, his attack power is reduced, his actions slow down, and he can't run. A similar effect occurs when Musashi's BP meter is reduced to zero.

You can do a number of things to combat tiredness throughout the game. You can choose to rest for an eight hour period back in Musashi's room at the palace. This restores his HP and BP, while reducing his tiredness to 0%. You can also use an **H-Mint** or **Mint** item to cure tiredness. You can buy these items at the Grocery in the village. The H-Mint reduces tiredness by 90%, while the Mint reduces tiredness by 50%. Using these items while traveling through a long dungeon or maze is especially helpful, because you won't lose any time.



Musashi can also rest back at the Inn in Grillin' Village. Depending on how tired Musashi is and how much money you're willing to spend, the Inn has several different rooms from which to choose. The most expensive room offers a full night's rest and a large meal. The meal replenishes BP while the night's rest replenishes HP, in addition to reducing tiredness to 0%. Less expensive rooms do less for Musashi, but you may not need much. Use your best judgement when staying at the Inn and choose the room that best suits your current needs.

Musashi can even sleep in the field or in the village to cure tiredness. To do so, press **Select** to switch to "sleep mode." You'll notice that the window in the bottom left corner of the screen switches to a picture of a moon. By pressing R1 to fill the Gauge Bar and then releasing it when it is full, you can make Musashi instantly fall asleep. Time passes by quickly, while your HP and the tiredness percentage is gradually reduced. Note that the tiredness percentage only reduces to 20%, plus you can



wake up at any time by pressing any button on the controller. The downside to resting this way is that your BP gradually diminishes during the passage of time.





## Increasing Your HP and BP

Each time Musashi gets hit by an enemy he takes damage, which causes his HP bar to reduce. To refill any lost HP, you can do several things. First, you can rest or use items to heal Musashi. To increase Musashi's maximum HP limit by 25, you can get **Longevity Berries** by finding the Minku creatures that inhabit various areas in the game. Getting one of these berries also completely replenishes Musashi's HP.



The BP bar is a little different. You use BP (Bincho Power) to perform different abilities. You will also gradually lose BP as time passes. You can refill Musashi's BP bar in several different ways. For example, finding green Bincholons (from defeated enemies or on the playing field); by resting in Musashi's room at the palace; by using certain items, such as most bread; or by eating at the Restaurant. You can also increase Musashi's maximum BP level by 5 when you find and rescue a palace member from a Bincho Field. In addition, doing so completely replenishes the BP bar.



## The Five Scrolls

When the second chapter begins, you'll learn about five different elemental scrolls. These scrolls represent Earth, Water, Fire, Wind, and Sky. When you find a scroll in the game, you can immediately equip it on Lumina and use a new ability associated with the scroll.

Each scroll is also associated with a crest. To activate or liberate a crest, you must find its corresponding scroll and defeat the specific Crest Guardian protecting it. Only after you complete all of these requirements can you liberate a crest.



## Assimilating Abilities

One of the most important skills that Musashi possesses is his ability to assimilate different powers from enemies. By using **Fusion**, he can absorb abilities that will help him overcome certain obstacles, complete different objectives, or discover new areas. To assimilate an ability, Musashi must face an enemy, charge the Gauge Bar by holding the R1 button, and then throw Fusion into the enemy. When it pierces the enemy, rapidly press the ☐ button to fill the Gauge Bar. When successful, a text box will appear on-screen describing the ability that Musashi has acquired.



Some assimilated abilities are immediately activated upon acquiring it, while you can perform others at will when you press the ☐ button.





## Saving Your Game

To save your game, you must first have a Memory Card inserted into your PlayStation. The only way to manually save your game is to use the option at the Inn. Talk to Hotelo, and choose to **"Make yourself at home."** In the next menu, save your game and choose the file to save into. There are a few cases where the game will prompt you to save to your Memory Card, but throughout most of the game, you will probably use the Inn for saving purposes.

It cannot be stressed enough the importance of saving as often as possible. You never know when you may run into a Boss or maze that completely depletes your HP and inventory. After each big accomplishment, you should always save your game. After all, there's nothing worse than putting a lot of time into a game and then having to start over from scratch.

## Memory Boxes

Throughout the game, you will encounter treasure chests that serve as Memory Boxes. These items enable you to **"quicksave"** your game; however, this doesn't save your game permanently to your Memory Card. Memory Boxes serve as a type of "checkpoint" where you can return to if Musashi's HP is reduced to zero. If you turn off the PlayStation or use a different Memory Box afterwards, the data saved at the previous Memory Box is replaced.



Each time you start the game over from a Memory Box, your Dran stash gets cut in half. Because of this fact, Memory Boxes can prove to be incredibly costly, so you should probably rely more on saving at the Inn.











## Cast of Characters

### Musashi

The legendary hero summoned by Princess Fillet to help her kingdom break free from Thirstquencher Empire's controlling grasp. With a fondness for napping and a special skill with the sword, Musashi is the only person capable of helping the Princess and her people. With the help of the villagers and the legendary Lumina sword, Musashi has no choice but to save the land; otherwise, he cannot return home to his own world.





## Princess Fillet

The fiesty, tomboyish daughter of the king and queen of Allucaneet, the Princess summons Musashi by using the Hero Summon spell, which was taught to her as a child. Sometimes her impatience and rebellious spirit get her into trouble. Before Musashi can return with Lumina to the palace, the Princess gets kidnapped by one of the Thirstquencher's numerous henchmen.



## Steward Ribson and the Palace Members

Ribson and his group of palace members are a major source of information and support for Musashi. The only problem is that 35 of them have turned up missing, thanks to the Thirstquencher Empire. Dedicated to the plight and safety of the Princess and Allucaneet, Steward Ribson and the other palace members will help Musashi in any way possible.



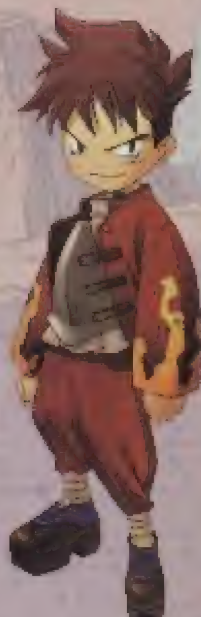
## Kojiro

Kojiro is a mysterious swordsman summoned into the world of Allucaneet by Princess Fillet's second Hero Summon spell. It appears that Kojiro has some old gripes to settle with Musashi, and will stop at nothing (including joining Thirstquencher's efforts) until he has the ability to challenge Musashi to a good, old-fashioned duel.



## Leader's Force

Meet Topo, Ed and Ben. Topo, the mouse-eared dancer, loves rave music and declares herself the leader of the trio. Ed and Ben also claim to be the head of the Leader's Force, but instead of dance parties, they prefer to steal precious items from Allucaneet's citizens.







## Rootrick

A lieutenant in the Thirstquencher Army, Rootrick is more bark than bite. He serves as more of an annoying obstacle rather than a serious threat; however, his connections within the army go straight to the top. This means that Musashi can't expect to get rid of him very easily.

## Colonel Cappriciola

The Colonel is a consistent figure in Musashi's journey; he even serves as Fuhrer Flatski's right-hand man. Much more methodical and intelligent than his boss, Cappriciola may make an even more dangerous enemy than the Fuhrer.



## Jon & Leno



A wandering treasure hunter, Jon travels the world with his loyal dog, Leno. Musashi first runs into Jon during his quest to find the Five Scrolls, but only receives information concerning the different pieces of Legendary Armor. Musashi can rely on Jon for important information throughout his journey, but how does Jon know so much? Isn't he just a treasure hunter?







## Bubbles & Gingerelle

Sisters within the Thirstquencher Army's spy network, Bubbles and Gingerelle both compete for the spotlight in the Empire by chasing after Musashi. When they're not fulfilling their duties as employees of the Fuhrer, you'll most likely find them participating in beauty contests to find out which of the two is the most beautiful.



## Mayor McGovern

Grillin' Village's leader, Mayor McGovern always has a task for Musashi to complete. Although at times it may seem that he leans on Musashi too much, his concern for his village is genuine.



## Tim

The son of Hilda (the owner of the village Grocery Shop), Tim is a rambunctious boy with a lot of big ambitions. His dream of conquering big adventures lands him in sticky situations on occasion.

## Mint

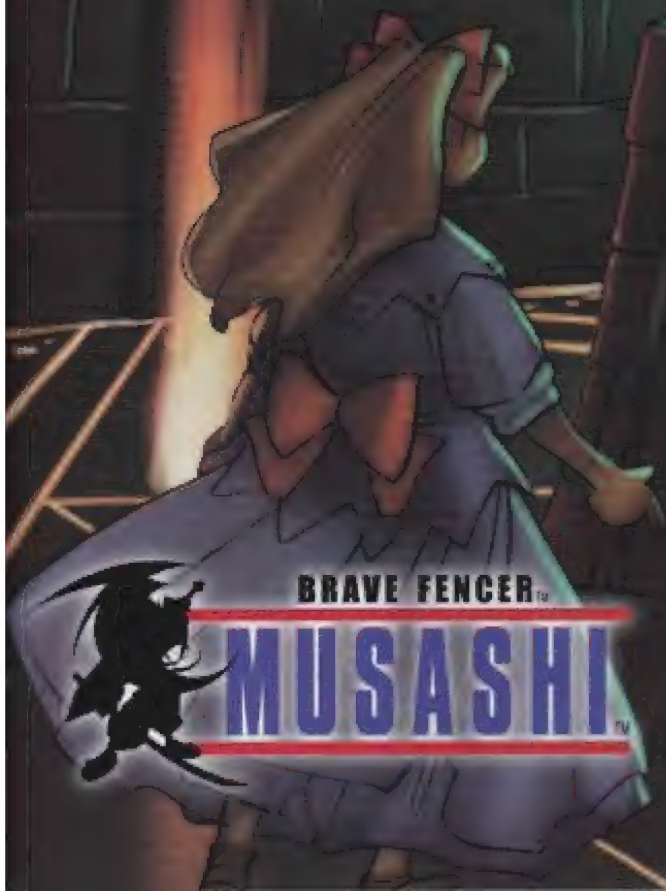
The daughter of Hotelo, Mint is Tim's loyal friend and joins him in his adventures.





# Chapter One:

## *The Journey Begins*



BRAVE FENCER™

MUSASHI™








## Spiral Tower, Search for the Lumina Sword



Walk to your right and defeat the enemies along the way. Your attacks at this early point in the game consist of either the ability to throw an enemy or a sword attack. You can throw a single enemy into a group of enemies to eliminate them all with one easy

toss. **Fusion**, Musashi's initial weapon, is still weak and causes very little damage to most enemies. It will take several hits to eliminate most of the villains you'll encounter.

### Throwing Enemies

*To throw an enemy or object, you must first pick it up. You can do so by walking up directly next to an enemy and then press the  or  button. While holding your victim, press  again to throw the enemy or object in the direction you are facing.*







There are three different types of enemies you'll meet along the forest path: Bee Plants, Gun Soldiers, and Sword Soldiers. Both the Bee Plants and the Gun Soldiers have long-range attacks, so make sure you approach them with caution. You can use **Fusion** to block their attacks by holding the R1 button, however, it is sometimes best to keep moving and dodging.

### Getting Spotted

*Most enemies will wander around aimlessly until they spot Musashi. When he gets spotted, an exclamation point appears over the enemy's head. At this point, the enemy will attack him until you either eliminate the enemy, or put some distance between Musashi and the attacker.*



Make sure you collect all the items along the pathway by walking over them. Hard to reach items (like those that land just off the main path) can be retrieved by throwing **Fusion** into them. This is especially handy, because Musashi's attacks tend to knock soldiers well off to one side or the other.




Near the beginning of the path, you'll find a small stream (A). Should you step off the edge and fall into the water, you'll notice that Musashi can't swim. He'll take a small amount of damage and reappear on dry land. Musashi never learns how to swim, so always avoid water hazards such as this one.




The stones blocking the path (B) must be pushed out of the way. You can push them aside by walking into them—then get ready for an ambush! Three soldiers are waiting above to drop a log on top of Musashi. Jump to dodge the attack and watch as the enemy runs away. Just beyond the top of the hill, several more soldiers will attempt to drop logs on Musashi. Just hang back and let the logs fall before moving forward.



## Assimilating

Press and hold the R1 button until the Gauge Bar on the left side of the screen fills and starts flashing. Press the  button to throw your charged sword at an enemy. When your sword has penetrated the enemy, rapidly press the  button to fill the Gauge Bar. When the bar fills, you will assimilate a new secondary skill from the enemy. To execute the attack, press the  button. Note that not all assimilated attacks are the same; some are executed automatically once you've gained them, some you retain until you assimilate another ability, while others are only available for one-time use. Pay close attention to your Bincho Point (BP) meter; different assimilated abilities use varying amounts of BP.



When you reach the large river (C), you'll need to obtain the **Gunshot** ability from one of the Gun Soldiers. The river is too large to jump, so you'll have to create a makeshift bridge. If you don't have the Gunshot ability when you reach this area, a lone Gun Soldier will appear to the side. Skewer the enemy with **Fusion** and assimilate **Gunshot**, and then shoot the logs on the opposite shore by pressing the  button. This creates a bridge that Musashi can use to cross the river.

Continue up the path and use **Fusion** to smash the statue blocking your way. Just beyond that, you'll come to Spiral Tower.





Start off by heading either to the left or right. You'll immediately notice that the stone head in the background is bombarding you with exploding beams. It's easy to dodge this attack as long as you keep moving. The beam will hit the ground and then explode after a brief moment, so by the time it explodes you should already be several steps away.



Your goal is to destroy the four warrior statues circling the area. Beneath each one is an emblem that is activated when Musashi steps on it. After activating all four emblems, Spiral Tower will rise from the pit and the stone head will no longer be on the attack.



Find the base of the spiral path and begin to ascend Spiral Tower. Avoid the spiked logs and giant wheels that roll down the path. They appear in a set pattern that's very easy to predict and avoid. The first stone wheel rolls down the inner part of the path; the second stone wheel rolls down the outside of the path; this is then followed by a rolling log. To dodge the obstacles, stick to the outside of the path and then switch to the inside once the first wheel passes. You can easily jump the rolling spiked log. Enter the door at the top of the path.



## Inside Spiral Tower

Once inside Spiral Tower, walk towards the top using the spiral pathway. The path is well guarded by bats

and soldiers. The Gun Soldiers climbing the ropes in the background can be shot using the **Gunshot** ability. The bats will attack in groups of three; watch for them to fly by in the foreground, which signals an attack is





on the way. You can dodge the bats with a jump, or kill all of them with a well timed swipe of the sword. I suggest killing them, because they provide lots of power-ups.



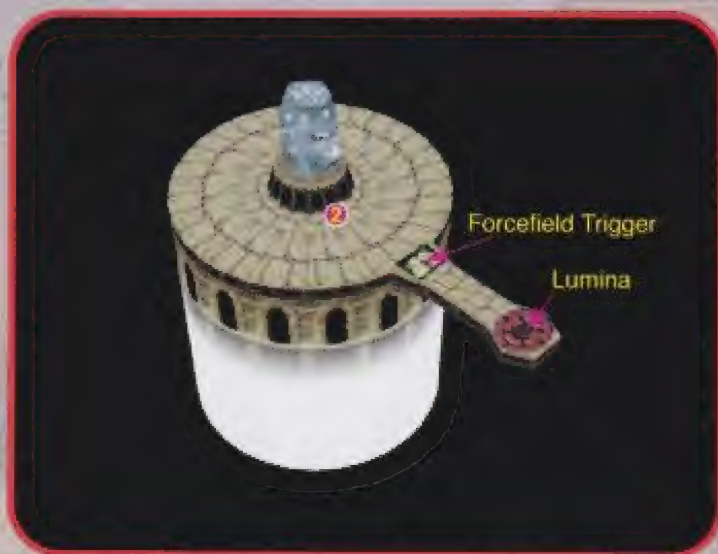
Halfway up Spiral Tower, you'll notice a bell hanging in the center of the tower. Using your **Gunshot** ability, face the bell and shoot the rope. Make sure that you've walked further up the spiral path-way past the bell in order to shoot just

the rope holding the bell. If you have lost this ability, then walk up the path until you reach the top. There is a Gun Soldier waiting there.



When you shoot the rope, it will break causing the bell to fall on top of the flame, which unlocks the door at the top of the path. Walk through the door, and you're transported to the very top of Spiral Tower.

## On Top of Spiral Tower







Once on top of Spiral Tower, you must assimilate the **Stun** ability from one of the many soldiers roaming around on the roof.



In front of the stone statue is a panel that removes the force field, which is protecting the legendary sword **Lumina**. Walk by one of the soldiers to get their attention. When one notices you and starts to run towards you, stand near the panel on the side closest to Lumina, and use the **O** button to attack the Soldier with your **Stun** ability once the enemy is standing on the panel.



With the enemy paralyzed and standing on the panel, the force field will go down temporarily. Run toward **Lumina** to automatically pick it up.

After acquiring Lumina, Spiral Tower will break up and you'll find yourself running down it's side with the giant stone head rolling after you.





Listen for Musashi to tell you when to jump. You will need to jump three times before reaching the base of Spiral Tower. The stone head will then continue rolling through the forest after you. Musashi must sprint down the forest path dodging stones and leaping over logs and streams. A good way to dodge obstacles on the path is to try to remain in the middle of the path.


Most obstacles will appear on the left or right side of the pathway. Because enemies along the forest pathway cannot hurt Musashi, concentrate on avoiding all of the rocks and logs in your way.

Musashi will tell you to jump before you reach a small stream, so listen carefully for his warning. Once you make it through the forest, you'll quickly hurry onto the next area.



## Allucaneet Palace

After surviving the escape from the stone head, you will reach Allucaneet Palace's entrance.

Inside the palace you'll confront an evil Thirstquencher Empire enemy named Rootrick, who is about to kidnap the Princess. During this time, the Princess will inform Musashi of a new attack using Lumina. To perform the new attack, charge the Gauge Bar (press and hold R1), and then press the  button to eliminate the fire barrier surrounding Musashi. When Rootrick escapes, he'll leave behind a giant, four-legged Steam Knight that you must defeat.



*Spiral Tower, Search for the Lumina Sword*





# STEAM KNIGHT

The Steam Knight's main attack consists of throwing its iron ball. However, it can also surround Musashi with flames the same way Rootrick did earlier. Don't forget that you can use Lumina to put out the flames by charging the Gauge Bar and pressing the **△** button.



Your first point of attack should be the Boss' two front legs, which are targeted by arrows. However, beware of the steam that leaves the Knight's knees. Touching the steam will hurt Musashi. It is best to attack the Steam Knight's legs after it has spun the iron ball around and thrown it at Musashi, because the Boss freezes for a moment and the steam disappears. Aside from using Fusion, remember that you can use

Lumina by simply pressing the **△** button for a stronger attack. When it begins to swing the iron ball around, wait for the Steam Knight to spin it a couple of times, and then jump when it slams the ball on the ground. It helps to jump to the right when avoiding the iron ball, because the Steam Knight attacks with the iron ball from its right side.

After causing enough damage to one of its legs, the Boss will fall to the ground. Use your sword to cut away the banner on the front of the Boss to expose a green crystal. Attack the crystal with either sword (Lumina or Fusion) to cause damage to the Steam Knight. Once you've destroyed both knees and caused considerable damage to the Boss, it will fall backwards at which point you must pick up the Steam Knight (using the **△** button) and hurl it through a wall.



During the second phase of the Boss fight, the Steam Knight adds a couple of new attacks to its arsenal. It will now begin to throw pillars at you and attempt to knock these pillars onto our hero. Dodge the thrown pillars by





running to the side of the path, where they'll pass by harmlessly. Dodging the falling pillars is easy—just get out of the way. Repeat your attack strategy from the first area by attacking each of the Steam Knight's two front legs with Lumina when it is safe. After defeating the Steam Knight, throw it through the wall once more and it will appear in a town.




### Throw Back

Pillars that are knocked over, but not tossed at Musashi, can be picked up and thrown back at the Boss. It doesn't cause much damage, but it enables you to attack the Boss at any time, even when it's attacking you.

During the third phase of the Boss fight, the Steam Knight's main attack is to stomp on Musashi. To dodge the stomps, run behind the

Boss the first time it jumps into the air. You won't be able to attack the Boss, but you won't get hit either. When it leaps back into the air, watch its shadow. If the Boss is going to land in the same spot, keep away and wait for it to leap again. If the shadow moves back to where Musashi is standing, run back in front of the Boss, where you'll be able to attack it.

When it does land, the green crystal will be temporarily exposed. Press the  button to use Lumina and hit the crystal as many times as possible. However, you won't have much time before the Boss recovers and begins attacking again. Attacking the Boss' legs no longer causes damage, so focus on dodging and wait for the Boss to jump again before you attack. The Steam Knight will jump around two or three times before walking, but when it does, watch for its iron ball attack. Follow the Boss through town, swiping at the green crystal whenever possible. When the Steam Knight's Energy Gauge empties, you can throw it through the castle wall and off the cliff for the final victory.





# Chapter Two:

## *A New Journey*

BRAVE FENCER

MUSASHI







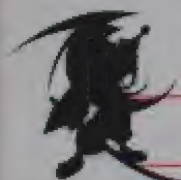
## Allucaneet Kingdom

As you begin Chapter Two, Musashi awakens in a room within the Allucaneet Palace. You'll be greeted by both **Steward Ribson** and **Butler Livers**. They will ask for your assistance in returning peace to the kingdom by returning the Princess, recovering the Five Scrolls, and rescuing 35 different members of the palace staff from the spell of the evil Thirstquencher Empire. Livers will give you a Rescue List containing the names of the 35 palace members imprisoned in the Bincho Fields. He will also give you a **Sensor Watch** that flashes red to indicate when you're near a Bincho Field that contains one of the 35 kidnapped palace citizens. Ribson also suggests that you speak with **Scribe Shanky** in the Library for information pertaining to your quest. Livers will then tell you that this room will be yours to use while on your quest.



### Bincho Fields

*You'll stumble across 35 Bincho Fields throughout your journey. One of Musashi's tasks is to rescue the palace member trapped inside each one. When you approach or find a Bincho Field, the small rings in the bottom corners of the screen will begin to flash reddish in color. Although you can't see it on-screen, this is your Sensor Watch at work! Use this feature as a clue to when you are near a Bincho Field. The faster the Sensor Watch flashes, the closer you are to a Bincho Field. By using Lumina (press  $\Delta$ ) to smash a Bincho Field, you'll shatter the gem and free the person trapped inside. This person then returns to the palace for you to visit whenever you like. The Bincho Field, when broken, refills your BP meter and increases its maximum by 5 BP.*





Inside the Library, speak with **Scribe Shanky**. He will fill you in on information regarding Allucaneet Palace, Binchotite, or the Legend of Musashi and the Five Scrolls by reading about them from several different books. Ask him anything you'd like and when you're ready, exit the Library to return to the front of the palace.



At the front of the palace, you're given several new options. You can either visit Steward Ribson in the main hall, visit Scribe Shanky in the Library, retire to your room for rest (you cannot rest until after your first visit to Grillin' Village), check out the Sub Menu, or enter the village. For now, head to Grillin' Village, but because the Gondola is out of service, Musashi must use his two swords to ride the Gondola's rope to the entrance of the village.

### Getting Tired

*The world of Brave Fencer Musashi is based on an in-game 24-hour clock. Over time, Musashi will gradually grow more tired, and once he reaches a certain level of "tiredness," his walking, running, and attacking speed will drastically decrease.*

*You can even check on Musashi's condition by pressing the Start button and examining the "Tired" percentage in the lower center section of the screen, or by noting the circular portrait of Musashi in the lower-right corner of the screen. If the circle surrounding Musashi's picture appears to be closing, it means he's getting more tired. When this occurs, you can remedy Musashi's "tiredness" by using Mints (available from the Grocery Store in the village), assimilating the "Mint" ability from an enemy, or by resting at the Inn or Musashi's room at the palace.*

*It's also possible to take a "catnap" by pressing the Select button. This switches the Gauge Bar over to "sleep mode" (quarter moon picture). Charge the Gauge Bar by pressing and holding R1.*

*Once the Gauge Bar is full, release the R1 button and Musashi will fall asleep. This slowly decreases Musashi's "tiredness" (about 1% every 15 minutes), but also drains his BP.*

*If Musashi naps for too long and his BP reaches zero, he'll starve and his HP will gradually be reduced to one. Musashi is also vulnerable to attack while sleeping in the field, so use this option carefully. The "Tired" meter will not go lower than 20% when Musashi is resting in the open.*



# Grillin' Village



Once you enter Grillin' Village, you'll notice that the world opens up, leaving you with a lot of options. From this point on, Musashi can shop and roam the world at his leisure. However, he can't enter some areas yet, because they require particular items or events to take place, but over time Musashi will be able to explore every nook and cranny of the surrounding world.

Take note of the 24-hour clock in the lower right-hand corner of the screen. As soon as you enter Grillin' Village, it will start to count the hours and days it takes you to complete the game. The clock also affects many things within the game. For example, shops will open and close, people will do their chores and then go to bed, and certain creatures will appear and disappear. Pay close attention to what people say. Many times they'll ask you to do something at a specific time of day, so you had better be there on time!

## The Shops of Grillin' Village

You can buy nearly everything you need to from any of the shops within Grillin' Village, but each store has its own hours of operation. The shops are mainly located near the entrance to the village, surrounding the large fountain.

The **Grocery Shop** is run by Hilda and is open daily from 10 am to 8 pm. She sells a variety of items that mainly serve to restore Musashi's HP, although she carries **Mints** and **Antidotes** as well.





The **Fluffy Puffy Breadshop** is a bakery, run by Jam, and is open from 7am to 7pm on every day except for Thursday. The items sold at the Bakery replenish HP and BP, however, they're more valuable for increasing lost BP, which gradually diminishes over time. The downside to purchasing the bread and milk sold at the shop is that they will both spoil if kept within your inventory for more than three days. One interesting note is that Jam has a sale on all of the bread at the bakery every day that the shop is open, anytime after 6pm.



**Waste Not, Want Not**

*After five days of sitting in your inventory any type of bread product will become **Ol' Bread**. Several days later **Ol' Bread** will become **Rot Bread**. Each time these items change they become less and less effective. Milk on the other hand changes into **Sour Milk** after five days, making it nearly worthless. However, several days later it will change again, creating **Yogurt**, which is extremely useful and in some ways preferable to Milk.*

**Toys Toys Toys!** is a weird little novelty that offers you the chance to buy and collect action figures of all the different enemies that you encounter in the game. These items become available whenever you encounter and kill a new enemy. The prices for each of the action figures increases over the span of the game if you don't buy one when it first becomes avail-



able, so make sure you take advantage of an early purchase. The shop only carries one of each toy, so once you buy a figure, it will be sold out. You can play with your action figures back in your room at the palace or you can sell them back to Kurt, the kid running the shop. If you open the package to the action figure, then you cannot sell it back to Kurt. Just like the inflation of the purchase price, the longer you wait to sell back your action figure, the more money Kurt will offer to buy them back. Toys Toys Toys! is open from 12pm to 8pm every day except Wednesday.



**Conners' Pawn Shop** is extremely useful for identifying and appraising mystery items (treasures) that you find in different areas of the game. **Conners**, the old man who runs the shop, will not only appraise any treasures you find, but he's also the only one who will buy them from you. Any item that he appraises that remains in your main inventory screen is mainly useful only for extra Drans if you sell them to Conners. The Pawn Shop is open from 11am to 4pm everyday, except for Mondays.



The **Inn** is the only place in the game where you can save your game to a Memory Card. The Inn also provides you with a place to rest, although it will cost you a few Drans. If you'd like to rest at the Inn and not in your room at the palace, the Inn's **Hotelo** will give you a choice of four different rooms to sleep in. One of them is available for quick naps if you simply need a little HP as well as a slightly lowered Tired percentage. There are other more expensive rooms available that will enable you to replenish higher amounts of HP as well as BP. The Inn is open 24 hours day, seven days a week.



**Mannick's Restaurant**, run by **Mr. Mannick**, is the late-night attraction in Grillin' Village. It's open from 6pm to 2am every day except for Sunday, and offers food and the opportunity to chat with different villagers. **Wanda**, the hostess, will give you the option to either speak with the different patrons of the

restaurant, or choose to eat from a limited menu. Most of the food replenishes your BP and the more expensive the dish, the more effective it will be. You can also speak with a variety of folks, including Macho, a card player that will offer to play a card game of "High or Low" with you for 100 Drans. It's an ideal way for making a little extra cash when you're running low and feeling a bit lucky.





# Finding Leno

**Bincho Fields:** Guard Lumpwood, Soldier Lardwick



After familiarizing yourself with the layout of the village and its citizens, you'll find that many of the townsfolk are looking for the whereabouts of **Leno**, the village dog. No one has any information about the Five Scrolls, except for the Mayor. Find the Mayor's house (the one with the weathervane) and speak with him. Mayor Govern mentions that he thinks the puppy might have gone off to **Twinpeak Mountain**.

The Mayor asks if you could find Leno and bring him back to the village. Only then will he tell you more about the Five Scrolls. Agree to do so, and then stock up on **W-Gels** at the local Grocery and return to the Gondola Lift area above town.

At the entrance to Twinpeak Mountain, which is located next to the Gondola Lift, you'll run into Macho. No matter how many times you speak with Macho, he won't let you through, so it's up to you to find a way around him. The easiest way to bypass him is to wait until 6pm, at which time Macho heads to the local Restaurant. However, for those interested in saving time, it's best to find Twinpeak Mountain's normal sentry, **Guard Lumpwood**.

Guard Lumpwood is one of the 35 people trapped in Bincho Fields. To find him, return to the village and find the entrance to **Somnolent Forest**, which is located on the outskirts of the village next to the man in the stockade. Enter the forest, go northwest past the circular pond, and find the Bincho Field containing none other than Guard Lumpwood. Did you notice the circles in the corners of the screen? They will flash red faster and faster as you approach the Bincho Field.





Free him by hitting the Bincho Field with Lumina (△ button). He'll return to his duties of protecting the entrance to Twinpeak Mountain, meaning that you won't have to deal with Macho anymore.



## Minku Mayhem

*In the Gondola Lift area (depending on the time of day), you might find either a small white animal running around (anytime after 10pm and before 5am) or a bright pink animal dropping (5am to 10pm). This animal is called a Minku and if you can catch it, you will throw it and receive a Longevity Berry, which increases your maximum HP by 25. There are 13 of these animals hidden in various places around the world.*



Once you can enter Twinpeak Mountain, follow the path to the split and read the wooden sign. It will point you upward along the path to reach Twinpeak Mountain. Head in that direction and the first enemy you encounter will be a **Magician**. Use your assimilate ability on the Magician to learn the **Shrink** ability.



*Finding Leno*





Next to where the Magician appeared, you'll also notice a Bincho Field. Smash the Bincho Field to free **Soldier Lardwick**.

A **King Maneater** blocks the path across the lilypad. Use your Shrink ability on the beast, and then hop across the lilypad and squash it to continue your journey.



Just ahead you'll find Leno the dog trapped on a small island in the middle of the river. Jump across onto the island and commence with the rescue.



You can pick up Leno by standing next to him and pressing either the **△** or **□** buttons. After picking him up, toss him safely over to the riverbank by pressing the **□** button again. Your objective is to safely carry him back to the Gondola Lift area. Carefully carry him to the exit by tossing him to a safe spot on dry land whenever you have to make a jump. When you reach the exit, Leno will automatically run home to Grillin' Village.

### Saving Leno

*If you fall into the water while carrying Leno or if you toss him into the river, he'll automatically return to the island where his bone is. Also, don't toss Leno into the exit or he'll reappear on the island.*



## Freeing Jon

When you return to the village, visit the Mayor at his house. He'll thank you for finding Leno, however, he won't have any information for you regarding the Five Scrolls. He then tells you to ask **Jon** about them. You can find Jon in the stockade at the far end of the village near the entrances to the Dead End and Somnolent Forest areas.

When you speak with Jon, he'll tell you that he needs some bread and water. Head over to the village well located on a corner of the wall surrounding the Church.



Examine the well to obtain some **Well H2O**. You can only do this during the evening hours when the two women are not at the well. Now visit the **Bakery** and purchase some **Rye Bread**. Return to Jon and give both items to him. After thanking you, he then asks to be released from the stocks.

When you agree to release him, he asks you to fetch a key from a place called **Meandering Forest**. He also lends you Leno, his dog, to help guide you to the spot in a graveyard where the key is buried. When Leno takes off, Jon tells you to meet the dog at the entrance to the Meandering Forest.

Save your game and stock up, and when you're ready exit Grillin' Village by taking the path leading to Steamwood Forest near the Windmill in the village.







# Meandering Forest

Bincho Fields: Seer Bevealy, Hawker Steakwood

Once you enter Steamwood Forest, take the road to the left through the large pipe, which puts you back in Somnolent Forest.



Meandering Forest is on the opposite side of the map, and there are plenty of enemies to fight, so you must be well equipped. Follow the signs and the map toward the Meandering Forest entrance.

Minku Too

*Check the map for the hidden path before the second bridge. At its end, you'll find a Minku (or Minku dung during the day). Catch it and your HP will now be at 200!*





## Feeling Sleepie?

One of the enemies you'll encounter is the **Sleepie**. These mushroom creatures counter your attacks with a blast of sleeping powder. If Musashi is standing too close when this enemy attacks, the powder puts Musashi to sleep and leaves him vulnerable to attack. Use Lumina to kill these creeps and you should be able to stay out of range of the sleeping powder. By the way, unless you're patient, don't use your assimilate ability on a Sleepie. The assimilated ability "**Sleepy**" boosts Musashi's "tiredness" to 100%, causing all kinds of problems. However, the **Sleepy** ability will enable you to walk past the sleeping baddies undisturbed unless you disturb them.

You'll notice that a patch of deadly thorns blocks the path to the Meandering Forest. The only way to get across is to assimilate the **Hop** ability from a nearby enemy that looks like a flower called a **Hopper**. Backtrack a little and you'll find one sitting in the clearing. Once you have the Hop ability, you can bounce your way through the thorns and continue on to the Meandering Forest.



## Saving Seer Bevealy

You can also use the **Hop** ability to scale the steep slope directly behind the Herb Plant. Hop to the top of the rock formation to free Seer Bevealy from the Bincho Field. Once she's returned back to the palace, head across the large pipe and pick up the **Old Crown** from the treasure chest.





Once inside the Meandering Forest, your objective is not only protecting Leno from enemies, but to watch which direction Leno will run to. If Leno gets attacked by enemies and sustains too much damage, he'll return to the entrance, so watch Leno carefully. When you enter a new area, quickly kill the enemies and let Leno sniff around. By the time you've cleared away the danger, Leno should be showing you which way to go next.



### Haste Makes Waste

*Don't rush things. If Leno isn't barking, you can't go to the next area even if you know which way to go. Leaving the area too soon will send you back to the beginning.*



After following Leno through six areas, you'll finally enter the **Graveyard**. When Leno starts to bark at the upper left tombstone, have Musashi examine it to pick up **Jon's key**!

With the key in your inventory, exit the Graveyard and you'll automatically find yourself back in Somnolent Forest at the entrance to the Meandering Forest. Return to the village and pay a visit to Jon.

### Saving Hawker Steakwood

*Now's a good time to explore your surroundings a bit more to find some Bincho Fields. In the Dead End clearing outside of the village (if you enter the path near Farmer McRice's home), you'll find a Bincho Field containing Hawker Steakwood. You can also save Guard Lumpwood in Somnolent Forest if you chose not to save him earlier in the game.*



## The Legendary Armor

If you speak with Jon during the daytime, dusk or morning, he'll ask that you return to free him after midnight.

Relax and take care of business until that time beckons, and then return to Jon to free him from the stocks. He

then asks that you meet him at the top of

Twinpeak Mountain so he can tell you more about what you want to know, however, he's still rather vague. He also asks that you bring four logs with you to the top of the mountain. After doing so, Jon then takes off.



## Scaling Twinpeak Mountain

**Bincho Fields:** Mercenary Meitlofe, Shepherd Beefalo, Knight Lardwick, Carpenter Carvey

Re-enter the Twinpeak Mountain area and head back toward where you earlier found Leno. Further along the path, you'll notice that there are two new lilypads in the stream allowing you access further along the river path. Cross the lilypads and follow the path around the corner.



*Scaling Twinpeak Mountain*









Eventually, you'll see three poles sticking out of the water. Use the poles to cross the river by hopping from one to another.



### Free Mercenary Meitlofe

*Before crossing the river, make sure you wander to the very end of the path so you can rescue Mercenary Meitlofe from a Bincho Field.*



On the other side of the river, you'll find your first **Memory Box**. You can use these to save your progress temporarily; it won't save your game to the Memory Card, but if you happen to die, you'll have the option to start over from the card file or the Memory Box. The downside to starting from the Memory Box is that it cuts your Dran total in half.







Continue up the mountain by climbing the path leading to the right. Your goal for the moment is to reach the small cave on the other side of the moving platforms above.

Inside the cave, hop across the ledges along the cave walls to reach the opposite side. Once you make it back outside, you'll appear on a short, shoddy suspension bridge.

### Avoiding Fire

*The Gun Soldiers can make crossing the bridge tough. Eliminate them by picking up other soldiers and throwing them into the Gun Soldiers from a distance. Otherwise, use Fusion to deflect enemy bullets and attack when the opportunity presents itself.*



Be sure to check out the area below the bridge. Musashi can climb on a rope below the first gap, which leads to a treasure and a Bincho Field containing **Shepherd Beefalo**. Be careful! Some of the jumps are tricky!

After the bridge, you'll need to hop through another cave section; this one though contains some deadly waterfalls. When you emerge from the cave, you'll appear on the riverbank across from the path into Twinpeak Mountain. Walk all the way to the right and you'll find the first of the four **Logs**. Chopping down trees takes some finesse, so charge the Gauge Bar and use Lumina's spinning attack to cut clean through the tree. Examine the log on the ground to add it to your inventory.





Continue up Twinpeak Mountain by climbing up the dinosaur bones next to where you emerged from the cave. Wait at the dead end above for two moving platforms that will carry you across the gaps in the mountain path.

Rescue  
Knight  
Lardwick

*Just before the dead end, you'll notice a pole just off the edge of the path. Hop down next to the pole to find a ledge with a Bincho Field containing Knight Lardwick.*

Drop down at the next gap to find **Log #2** accompanied by **Carpenter Carvey** in a Bincho Field. After cutting down the tree and freeing Carvey, climb back up to the path above. Crossing the gap requires an acrobatic feat. Jump and grab the post jutting out of the mountain wall to begin spinning, and then leap from post to post to reach the opposite side.



Climb up the pole to find **Log #3**, and then head to the left.



After passing the waterfall, you'll find **Log #4**. Make sure you kill the three enemies surrounding the tree to ensure Musashi's safety.

The next part is tricky. The only way up the mountain is to hop up the rib bones when the path dead-ends again. Jon is just a bit further away.



Jon uses the four Logs to create a small raft, and claims that if you brave the river rapids you'll find a piece of the **Legendary Armor** at the river's end. Get ready for some fast-paced action ahead!



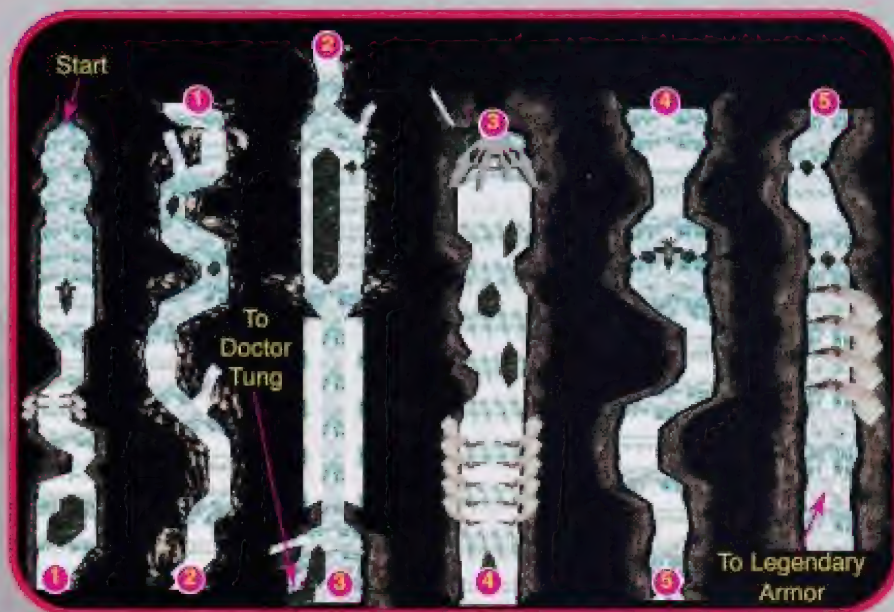




## The Raft Ride

### Bincho Field: Doctor Tung

Once you get on the log raft, there's no going back! You can control the raft by using the D-pad or Analog stick to move left and right and by using the  $\times$  button to jump. Each time you hit an object or crash into a wall, you lose one of the four logs. If you lose all four logs, you'll have to start the ride over again. You can also collect a lot of Dran cruising down the river rapids, but don't let greed distract you from staying on the path.



Note that there is a branch from the main path that will take you to a different end point. Immediately after passing the area between two waterfalls, you must decide between continuing straight down the river through a stone skull, or floating down a small stream to the extreme left of the screen. Once you see the stone skull, it's too late to make the decision of which stream to take.

If you go through the skull, you'll encounter more hazards, and you'll eventually exit at the foot of the mountain to pick up the **Bracelet** from a treasure chest.





If you manage to take the other path, you'll emerge in a different area at the foot of the mountain that enables you to rescue **Doctor Tung** from a Bincho Field at the edge of a large rock.

Whichever path you choose, remember that you can return to claim either prize, however, you must retrieve the Bracelet to progress in the game.



When you take the longer route down the waterfall, you'll emerge on a high hill near **Hell's Valley**. Climb up the hill to retrieve the Bracelet from the treasure chest. To the right you'll find the entrance to Hell's Valley, but return to the village for now.



## Steamwood Trouble

**Bincho Fields:** Musician Pianissimeat, Acrobat Sausages

When you return to the village, take the Bracelet to Conner's Pawn Shop and have him appraise it.

You'll discover that it is indeed the **Legendary Brace (L-Brace)**. Musashi then automatically equips it, which now gives him the ability to climb certain walls. (The mountain walls that are reddish-brown in color are the ones Musashi can now scale.) To climb walls, jump onto it, and then alternately press the  and  buttons to use both swords as rock picks.



However, upon leaving the Pawn Shop, you'll discover that something has happened to the village.

The Mayor and his wife will stop Musashi outside of the shop and ask for his assistance. It seems Steamwood has gone crazy and is in danger of exploding. They ask you to speak with the **Steamwood Administrator**, who resides in the house above the Gondola Lift.



*Steamwood Trouble*





Restore you HP and BP, save your game, and then go to the Gondola Lift area and examine the wooden sign showing that the Steamwood Administration is located on the cliff above.

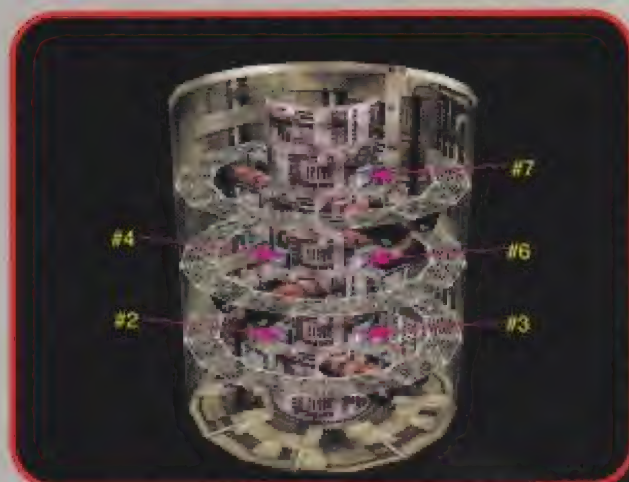
Use your new climbing technique to scale the reddish-brown wall behind the sign until you reach the Administrator's house.

You'll find the Administrator, Fores, anxiously running around outside. Speak with him and he'll plead with you to go fix Steamwood.

After giving you a **Manual**, he asks that you go to **Steamwood** and repair the pipes that are about to burst. After agreeing to do so, he informs you that you have 24 hours to remedy the problem before Steamwood explodes. (The actual time you have to repair Steamwood is 24 minutes, so make haste once the clock starts ticking.



## Steamwood Repairs







After chatting with the Administrator, jump down off the cliff and re-enter the village.

Head to the exit near the Windmill to emerge in Steamwood Forest. This time, take the path leading to the right, littered with steaming pipes.

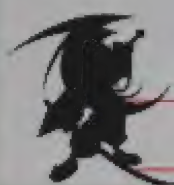


Avoid touching the steam emissions or you'll take damage. The best way to avoid the steam is by hopping onto the actual pipe rather than trying to time the steam bursts. At the end of the path is a rock wall that Musashi can climb. Head up the rock wall and go through the tunnel to find Steamwood.



### Too Little Time

*There are a lot of things to do in Steamwood Forest. In fact, you can save Musician Pianissimeat and Acrobat Sausages. In addition, you can collect a lot of Dran and some treasure. Just don't go treasure hunting right now; your main objective is saving Steamwood, and time is the one thing you can't afford to waste!*



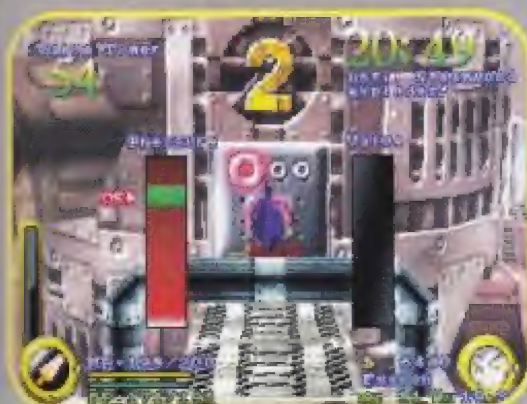




The front door is sealed tight due to a strange pressure valve lock. Musashi will read the Manual, which provides vital instructions on how to operate the lock. Once you begin, two separate gauge bars will appear on-screen. The pressure gauge indicates the pressure of the steam, while the valve gauge indicates the regulation of the pressure.

The pressure gauge will immediately start to rise and fall. When the gauge reaches the green "OK" bar, press **X** and the valve gauge will partially fill. When the valve gauge fills completely, the pressure will normalize and the door will open.

Once inside, hop onto the steel elevator directly in front of the entrance.



Ride the elevator up one level and hop off. There are three valves on this floor, all waiting to be regulated. There are a total of eight of these contraptions, all of which must be regulated in numerical order. Once you activate and depressurize one of them, a new time clock, the valve timer, appears in the top left-hand corner of the screen indicating how much time you have to reach and regulate the next valve. This is very tricky and often very frustrating, because you're competing against two time limits.

Time is precious, so you must be careful how and where you jump when reaching each of the floors and valves. Note that if you drop to the bottom, you will have to start the task over again if the valve time expires before you can regulate the next valve.

When you reach the first level, run to the right and depressurize the valves in order. To reach **Valve #3**, you must make a tricky jump onto one of the orange pipes next to the walkway, and then hop over to the valve. Be very careful! If you land a little too far to the side, you'll slide off the pipe and lose valuable time. Once you've taken care of the three valves on the first level, return to the elevator and wait for it to take you to the second level.



Once you make it to the second level, hop onto an orange pipe next to the elevator and jump onto the main catwalk. Run to the left past **Valve #6** to locate **Valve #4**. Release the pressure and then go to the left to **Valve #5**, and then back to the right to **Valve #6**. Quickly catch the elevator up to the third level—remember, time is running out!

On the third level, run to the left to reach **Valve #7**, but time your run so that you don't get hit by the steam emitted from a pipe. Once Valve #7 is taken care of, head back to the left and finish off **Valve #8**.

If you're fast enough, Steamwood is saved and so is Allucaneet Kingdom. If not...then it's game over!



## Getting the Earth Scroll



After saving the village and the palace, you'll automatically exit Steamwood. The Steamwood Administrator will thank you for your help, and then tells you that he saw a strange man wearing a cape heading for Twinpeak Mountain. Return to Twinpeak Mountain. If you speak with the Mayor at his home after saving Steamwood, he will give you a **Longevity Berry**. Once you cross the river using the three poles, head down the mountain by going to the left. At the bottom, you'll find the evil villain **Rootrick**.






Rootrick is apparently in search of the **Earth Scroll** that is resting at the top of Twinpeak Mountain. Rootrick then challenges you to a climbing match; whoever reaches the top first gets the Earth Scroll.



Quickly scramble up the mountainside using your climbing ability. Rootrick is fairly slow, so if you keep up a steady rhythm when pressing the  and  buttons alternately, you should have no problem beating him to the top.



When you arrive at the top of Twinpeak Mountain, head to the center of the mountaintop to find the **Earth Scroll**, which is resting in the recess of the large stone statue. Use Lumina to free the scroll from the black statue.

The Earth Scroll gives Musashi the ability to cause minor **earthquakes** by charging the Gauge Bar and then pressing the  button. Use this new ability to knock down boulders or rocks and to stun enemies within the quake's range.

### Earth Scroll

*To take advantage of the Earth Scroll's abilities, you must have the **EARTH** option selected in the Sub Menu. Also, make sure the Earth symbol, also known as a crest, appears in the lower left-hand corner of the screen.*



Use your new ability to remove the boulder located at the edge of the area where the Earth Scroll was located. Once it falls, you can exit the area by leaping off the edge where the boulder was previously located. Backtrack out of Twinpeak Mountain and return to the village.



### One Minku...

Now that Musashi can climb certain rock faces, you can use this new ability to locate a rather tricky Minku on Twinpeak Mountain. Go to the rock wall that you and Rootrick had climbed earlier. If you go to your left, you'll see a ledge with either a Minku or some Minku dung. Climb the portion of the wall nearest the ledge to just a little below the retracting platform. Leap off the wall and push hard to the left, and Musashi should land on the ledge. If you arrive too early, you'll have to leave the ledge and return late at night to have the Minku appear.



### ...Leads to Another

There are two more Minkus just outside of the village near both cliffs above the Gondola Lift. Use Musashi's climbing ability to scale the dirt wall behind the lift to find the Minku's hiding place, as well as a rusty air vent that will figure into the game much later. The other Minku is located at the base of the cliff near the System Administrator's house.

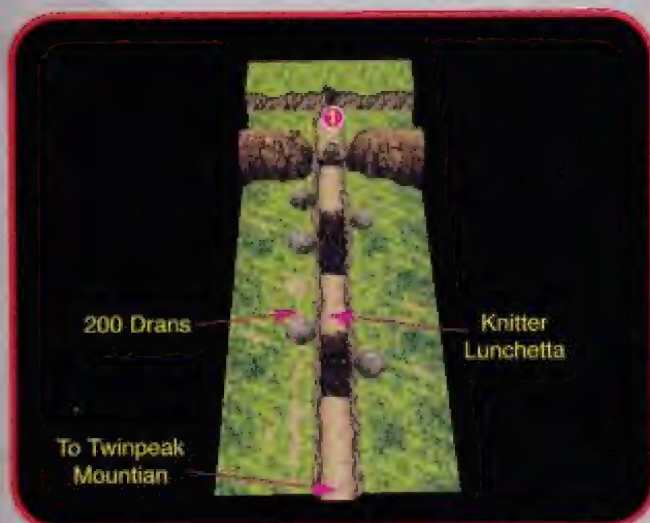






## Crest Guardian: Skullpion

Bincho Fields: Knitter Lunchetta



Return to the palace and speak with Steward Ribson (use the **VISIT** option at the palace menu). Ribson will inform Musashi that he must have the help of four specific people to open the entrance to Hell's Valley. It just so happens that all four people are (or were) trapped in Bincho Fields. If you haven't already, you must rescue **Carpenter Carvey**, **Mercenary Meitlofe**, **Knight Lardwick**, and **Soldier Lardwick** from Twinpeak Mountain.



Technically, you should have already saved these four people if you've been following the walkthrough. If not, refer to the Twinpeak Mountain maps for their specific locations.

Once all four citizens are gathered in the palace, Ribson will send them all ahead to Hell's Valley. Return to the entrance of Twinpeak Mountain, but this time take the right fork in the road to reach Hell's Valley.



The path has two large spike pits blocking your progress. Stand near the edge of a pit and use the Earth Scroll's ability to cause an earthquake. This in turn causes the boulders above to fall into the pits, which Musashi can use as stepping-stones. You must also use the Earth Scroll's ability to knock over the stone slab at the end of the path. Halfway down to Hell's Valley, you'll come across a Bincho Field. Break it to free **Knitter Lunchetta**, who will inform you about the missing **Legendary Cloth**.



Waiting for Musashi at the dead end are his four friends. Once they open Hell's Valley, head inside and prepare to do battle with the first Crest Guardian.



## CREST GUARDIAN: SKULLPION

*You must rely heavily on your four comrades in this fight. Musashi can't cause any damage to the Skullpion without their assistance.*

*The four friends will cart bombs, large stones, or herbs across the top of the valley along a clothesline. You can shake down the contents of the basket by using the Earth Scroll earthquake ability.*



*Crest Guardian: Skullpion*



Each bomb that hits the Boss causes 10 points of damage to it. Large stones hit much harder, causing up to 100 points of damage. If a large stone misses the Boss and lands on the ground, you can still pick it up and hurl it at Skullpion to cause some damage. Once the Boss takes enough damage, it will be temporarily stunned and the blue core in its mouth will be exposed. Quickly strike the core with Lumina to cause permanent damage to Skullpion. It takes three of these hits to eliminate the Boss.



Skullpion is smarter than the average Boss and catches on to your schemes. It will occasionally attempt to climb the walls and attack one of your four companions. If any of the four members assisting you get hurt or injured by the Boss during battle, they will be rendered unconscious for a short period of time, making the transport of items in the basket impossible. Keep the Boss from attacking your friends by using the Earth Scroll earthquake ability to shake Skullpion off the wall.

Skullpion has four major attacks. It will try to hit you by spewing sand and slowly rotating around the area. You can avoid this by outrunning the stream and staying behind it. This is a great time to charge the Gauge Bar in anticipation of dropping something on the Boss, providing that you're far enough away from the sand stream.

Skullpion also attempts to ram Musashi. This quick attack is easily avoided by constantly moving around the area. In fact, the only time you really need to worry about this attack is while you're charging the Gauge Bar.

The Crest Guardian can also swing its sharp, bony tail around the ring. Hop over it and always be ready for Skullpion to make a second attempt. It's impossible to charge the Gauge Bar while dodging this attack.





*Skullpion's other attack consists of sticking its tail in the ground and making it pop up under Musashi's feet. Watch out for this attack and always keep moving once Skullpion has stuck its tail in the dirt! If you get hit, not only will you take damage, but you'll also get poisoned! You can remedy this by either shaking down an herb from the basket above, or by using an Antidote from your inventory, if you bought one earlier.*



After you deplete the Boss' Energy Gauge, you'll win the fight and claim the **Earth Crest Guardian's Core**! This now enables you to activate the **Earth Crest** that is located in Steamwood Forest. But first, return to the village.



*Crest Guardian: Skullpion*



# Chapter Three:

## *Saving Tim*



BRAVE FENCER™

MUSASHI™



When you return to Grillin' Village, you'll discover that something has definitely gone wrong. All the houses are locked up tight and the music is definitely ominous. During the day, talk to the Mayor (who's with Hotelo from the Inn) outside of the Grocery Store. They inform you that the village has been invaded by vampire-like creatures called Vambees that mysteriously emerge from Mannick's Restaurant every night after midnight. One of them has even attacked the son of the Grocery's owner, Tim, causing him to become ill.



Tim has only a limited amount of time before he turns into a Vambee, so the Mayor asks Musashi to help him find the ingredients for the **Remedy** to save little Tim.

After agreeing to do so, you learn that Remedy requires two ingredients: **Aqualin** and **Misteria**. Hotelo agrees to fetch the Aqualin from a spring at the top of Twinpeak Mountain, while you're assigned the task of retrieving the Misteria from the Underground Lake beneath the Mine. The Mayor tells you to ask **Wid**, the man who lives in the Windmill at the edge of the village, for the key to the Mine. Wid also knows some important information about the Misteria flower, so make sure you pay him a visit.

Unfortunately, Wid is a late sleeper and only wakes up at odd times of the day. If he doesn't answer his door at first, check back after sunset. He'll answer late at night, usually around midnight. When he answers, he'll give you the **Mine Key** as well as some advice about the **Misteria Flower**. The flower only blooms between the hours of 3am and 7am.

### Stock Up First

*Before you go into the Mine, take a moment to purchase several Antidotes and Mints from the Grocery. The Mine contains poisonous creatures and booby traps, so you'll need to be free from any negative status effects to cross some sections. You can also assimilate the Antidote ability from the Cureworms, the snake-like enemies in the Mine.*







# Getting Misteria

**Bincho Fields:** Knight Brisket, Carpenter Dicey, Chief Gravie, Cook Mary-Nade





Use the Mine Key on the wooden gate behind the Grocery Store to unlock the Mine's entrance. After entering the Mine, proceed down the path and then hang a right at the intersection with the wooden sign. Follow the walkway, and then climb the wooden pole past the purple Toad Stool. This leads to an area with wooden walkways and spinning contraptions.



Crossing the Ferris wheels

takes precise timing and jumping skills. Hop onto one of the passing platforms, making sure to time the jump so that you're high enough to land safely. Jumping too early or too late may send Musashi tumbling into the black void below. Although this won't kill Musashi, it does cause him some damage.

Head into the next area and you'll notice a large fan at the center of the room. Hover above it and slip through the fan blades when the fan stops. You won't take any damage from the spinning fan or your fall, so don't worry.



At the bottom, you can save your game by using the

**Memory Box**. Now take the path leading to the left and you'll find yourself in an area riddled with conveyor belts and wooden platforms. Proceed carefully across them to the left, noting the two Bincho Fields in the process. You must take the branching paths to reach both of

them. The left branch in the foreground leads to **Knight Brisket (Knight A)**, while the right branch in the background leads to **Carpenter Dicey (CarpentC)**.





Exit the room to emerge at the  
Underground Lake!

To cross the water, you must hop from one floating platform to the next in order to reach the small island in the center of the room. When you reach the island's peak, you'll find the Misteria. Remember to wait until the time is between 3am and 7am when the Misteria blooms. If you arrive too early, take a nap in front of the flower or explore the room until 3am.

## Conveyer Belt Blues

*If Musashi is tired, he will have an extremely tough time going against a speeding conveyer belt. It's best to revive Musashi with a Mint or a short nap before you try to reach either Bincho Field. By the way, when walking against the spin of a conveyer belt, it helps to hop—just don't fall off!*



## Killin' Time

*While you wait for the Misteria to bloom, you should check out several other things in the room. Along the outer wall you'll find three small ledges. One is home to a Minku, another holds a treasure chest containing an Old Glove (A-Glove), while the last one has a Bincho Field containing Chief Gravie (Chief). Also, check out the back side of the center island. There you'll find Cook Mary-Nade (Cook A) trapped in one of the Bincho Fields.*







After you've picked up all of the goodies, exit the area and return to the area beneath the large fan. To exit this area, you must climb up the dirt wall along the right side to return to the fan. Let the fan's wind carry you to the right, and then head into the next area.

In this next area, you must deal with

more rockslides, wooden walkways, and spinning wooden Ferris wheels. Make sure you watch where you jump when you get to the Ferris wheels. Some of the platforms now have spikes, which you can't land on.



The last room has a slimy bottom, which is poisonous to Musashi. If you're not careful when jumping from platform to platform, Musashi may find himself swallowing a mouthful of concentrated Bīnchotite. Ride the elevators up and to the left to a door that leads back to the Mine's entrance.



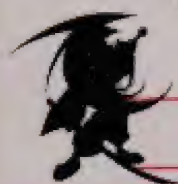
## Fetching the Aqualin

Take the Misteria to the Mayor when he's standing outside the Grocery. If he's not around, wait until around 10am when the Grocery opens and wait for him to stroll over. With the Misteria in the Mayor's hands, he then tells you that he's worried about Hotelo. Apparently, he hasn't returned from Twinpeak

Mountain yet. Agree to check on him and head back to Twinpeak Mountain.



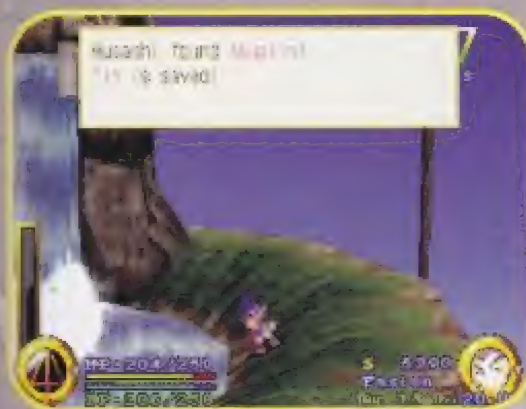
*Fetching the Aqualin*





As you make your way up the mountain, you'll run into Hotelo inside the second cave.

Hotelo confesses to chickening out and asks if you can take over the task of finding the Aqualin. Let him know just how disappointed you are (by choosing the first option), and leave him there to contemplate his cowardice. A time clock will appear in the upper-right corner of the screen, giving you only 12 hours (actually 12 real-time minutes) to retrieve the Aqualin and return it to Hotelo.



Scurry up the mountainside so you can pass the bridge where you met up with Jon earlier. Make sure you remember to use your wall climbing ability whenever possible. Continue to the right, and use your **Earth Scroll** ability to shake loose the suspended boulder. Then swing across the large gap by using the jutting pegs in the mountain wall. Now climb onto the mountaintop to find a small pond. As Musashi gets close to the water's edge, he'll scoop up some **Aqualin** and place it in his inventory.

### Valuable Stuff

*You can pick up the **Rock (Crystal)** from the treasure chest on the other side of the Aqualin pond. After appraising it at the Pawn Shop, you can sell back the rock-turned-crystal to Conners for 2500 Drans!*

### Aqualin = Antidote

*Musashi can collect as much Aqualin as you care to take. Because Aqualin has some restorative powers (restores 10 HP), it can be used as an Antidote.*

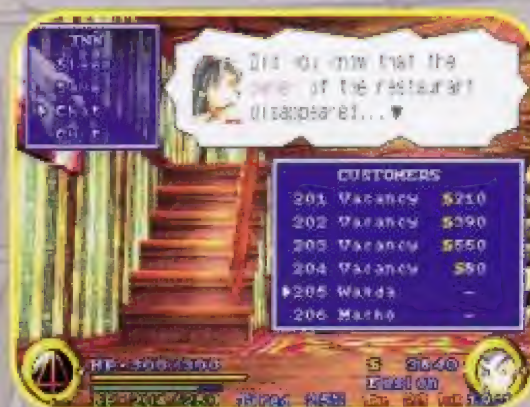
After picking up the Aqualin, hurry back down the mountainside and return to the cave where Hotelo is waiting. He will then take the Aqualin back to the village. Return to the village.





## Jam's Dad

When you return to the village, you learn that Tim will recover thanks to your efforts. Talk to everyone in town and make sure you chat with each of the store vendors as well. When you stop by the Breadshop and speak with Jam, she mentions that her father, Baker Towst, has been depressed ever since the Restaurant closed down. She also informs you that he still goes to the Restaurant each night around 6pm.



Take this clue and wait outside the Restaurant at 6pm for Jam's dad to show up. When he does, talk to him. He mentions that Mannick, the Restaurant's owner, has disappeared and his employees are staying at the Inn. Head to the Inn and choose to "Chat" with Wanda and Macho.

Both Wanda and Macho tell you that the Restaurant owner had a peculiar habit of disappearing on occasion. He had an obsession with something behind the counter at the Restaurant. Now that your curiosity has been piqued, wait outside the Restaurant for the Vambees to appear.



## The Restaurant Basement

Around midnight, the Vambees will begin to exit the Restaurant. When one of them exits, hurry through the open door and choose to check out what's behind the counter. Musashi will discover a trapdoor!

Head down the stairs and you'll run into Mannick. He tells you that he bought the Restaurant because he had heard there was hidden treasure in the





basement. Then on one of his explorations, he accidentally released the Vambees that are now invading Grillin' Village. His latest disappearance is due to the fact that he's now trying to find their source. Mannick will then escort Musashi to a doorway obstructed by four blocks with large eyes painted on them.

He then asks if you could help find a way to open the doorway, because he's convinced that the room behind it is the source of the Vambees. Take him up on his offer. As a return favor, Mannick will wait in this area and replenish Musashi's HP and BP by giving him some **Cake**. You can visit Mannick as many times as you wish to have Musashi's HP and BP restored.



All Work and  
No Rest...

*Although Mannick's Cake can take care of low HP and BP, it does nothing for Musashi's fatigue. You'll need a large supply of Mints, or you'll want to leave this area periodically to rest at the palace or the Inn. You can also take a quick nap next to Mannick, and then eat some of his Cake before moving on.*



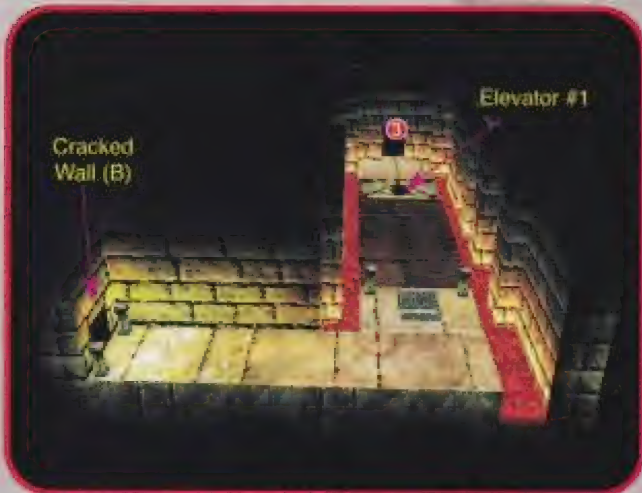
At this point, you can choose from four different doors to enter. You must clear all four areas to activate all four eyes in the blocked doorway. There are two doors in the room where Mannick is, plus two more in an area across from where you first found Mannick. It doesn't matter which door you choose to enter first, but make sure you're well stocked with **Antidotes**, **Mints**, and healing items before you begin. There's also a **Memory Box** in the room where Mannick was first found. Use it each time you clear a room.



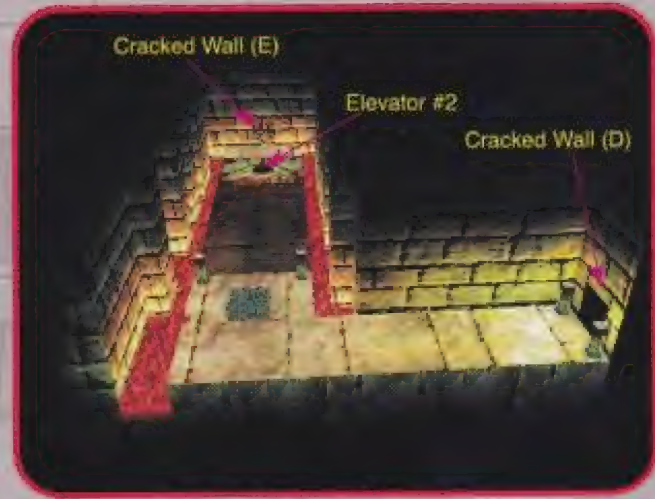


# Bowler Plant Maze

Bincho Fields: Mercenary Potrowst, Mercenary Stue







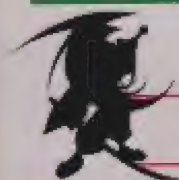


Go through the doorway to the left of where Mannick is standing. Once you enter through the doorway, make your way across the stone walkways. You'll encounter some **Bowlers** that roll huge seeds resembling bowling balls at you. These enemies are easy to destroy, but they respond rapidly, so make sure you scoot along quickly. To get past the last Bowlers, use the safe areas along the sides of the pathway to avoid being flattened by the Bowler seeds.



Let's Go Bowlin'!

*Use **assimilate** to rob the last Bowler of its **Bowl** ability. You can use this ability to mow down opponents from a distance, or to smash through cracked walls. In fact, your first opportunity to unleash this ability is right behind the last Bowler. Line up your shot and smash the cracked wall to reveal a hidden room with a treasure chest containing a **Shield** (Frisbee).*





Exit the hidden room and climb up the thin dirt wall next to the last Bowler and wait just below the edge. A huge Bowler seed will pass over Musashi. Quickly climb the rest of the way up, and dive into one of the small holes in the floor to dodge the next seed. Continue diving from hole to hole along the pathway until you reach the small walkway leading out of the room.

Avoid the Fire Vambees and you'll come to several flaming arrow traps. You can either attempt to hop between the arrows, which is quite difficult, or use **Fusion** to block the arrows as you sidestep past. Going through the door at the end takes you to what seems to be a dead end. Not so! Use your newly-learned **Bowl** ability to knock down the cracked wall to the right.



Hop onto the large ground switch in front of the burning bridge. You can't walk across the bridge until you successfully bowl down all of the Vambees on the far end of the path. Use your Bowl ability and once all the Vambees are cleared, hurry across the bridge to the doorway at the far end.

Inside, you can free **Mercenary Potrowst (Mercen A)** from the Bincho Field. Use the Bowl ability again to knock down the wall to the right and pick up the

**Oddhat (Pie Plate)** from the treasure chest inside. Return to the burning bridge area, and hop onto the elevator platform with the eye on it.


## Bowling Lessons

*The Bowl ability can be frustrating to use, because it consumes lots of BP. In the bowling sequences with the Vambee "pins," an easy way to gauge*



*your chance of success is by watching the meter that appears on-screen. If the arrow reaches the far right-hand side of the meter, the ball will curve to the right; if the arrow stays to the left, the ball will curve left. Depending on where you stand and what direction you want the ball to roll, it's better to press **O** when the arrow is in the center of the meter. This ensures a straight shot every time.*



In the upper room, you'll encounter a fire-breathing statue. The trick is to avoid facing the statue. Switch Lumina to normal, and then turn around so that Musashi's back is to the statue. Begin powering up Lumina by holding R1, and back up toward the statue. When you get close enough, press the  button to perform a circular slash to destroy the statue!



Now things get fast and furious. The next few rooms are booby-trapped. Once Musashi enters, the wall will begin to close in on him. Keep running and don't worry about the enemies. Look for an opening in the right wall and jump through the opening to exit this room. Bricks from the walls will attempt to crush you from both sides; jump straight up to avoid them.



After clearing the booby traps, use the Bowl ability to break through another cracked wall and exit to the left. You must Bowl over a new set of Vambees to progress further. After eliminating the Vambees, cross the bridge and use your Bowl ability again to smash through the cracked wall at the far end.

In the small room beyond the bridge, save **Mercenary Stue (Mercen B)** from the Bincho Field, and then return and ride the elevator up. Finally, you've found something! Use Lumina to smash the blue eye orb on the altar, and then use the teleporter to warp back to the main hub. Be sure to eat some Cake, and then use the Memory Box before moving on.

### One More Ball

*If you still have the Bowl ability assimilated when you return to the basement, head down into the room opposite the four eye door. Use Bowl to break through the cracked wall. Inside you can pick up some extra Dran, as well as an Old Sword (Shovel) and some Cloth (L-Cloth).*

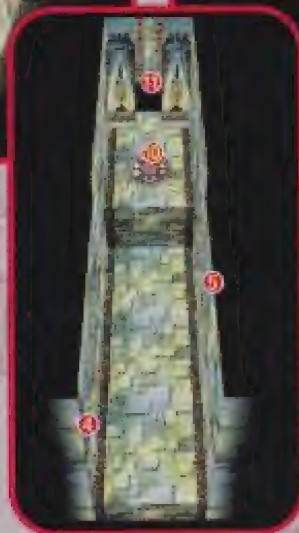




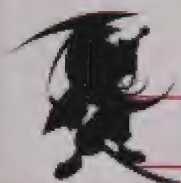
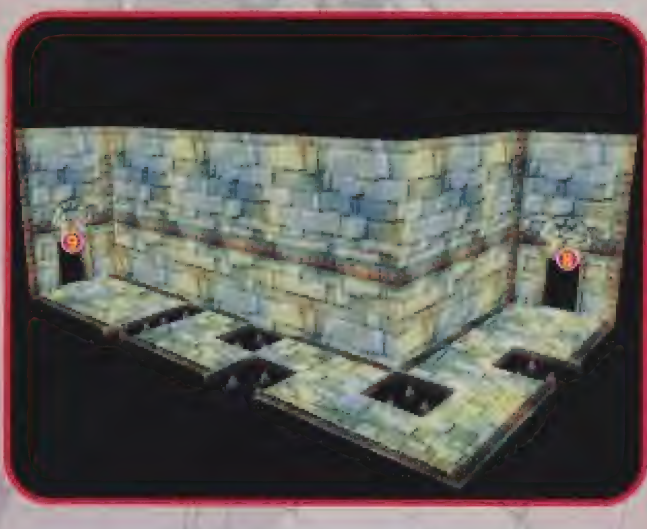


# Teleporter Maze

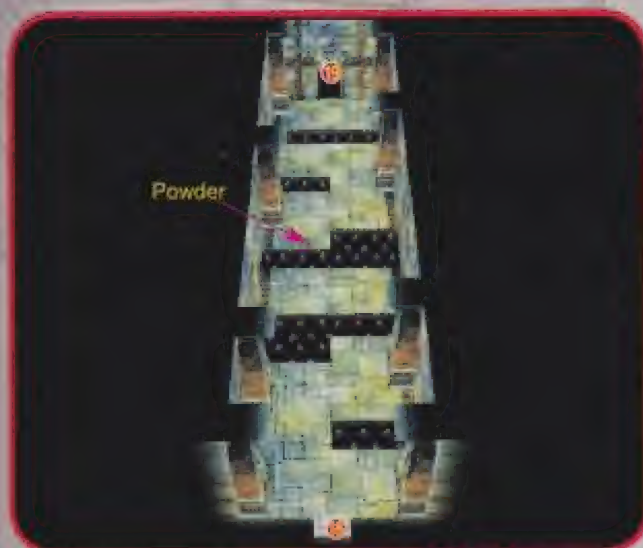
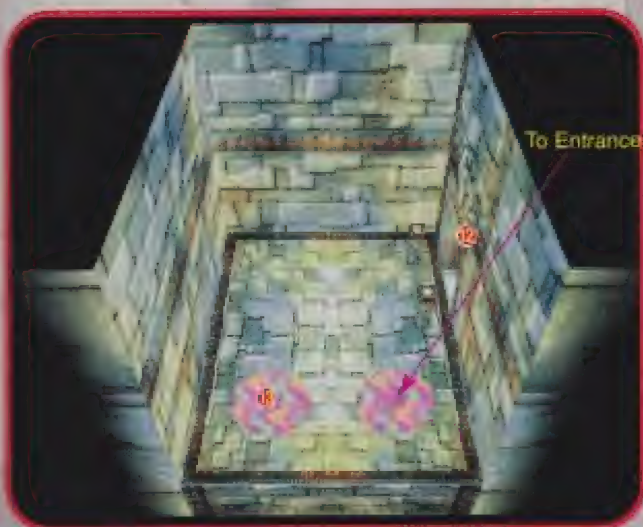
Bincho Fields: Bailiff Jerky













Through the doorway to the right of Mannick, you can enter a maze with shifting platforms. Hop across them to reach the far side of the room. Hop up onto the right side of the room, then go down and grab the Vambee. Toss it across the spiky gap so that it lands on the large square switch. This triggers a panel that covers up the spiky gap, enabling you to reach the doorway down and to the right.

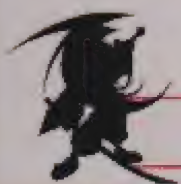


### Falling Down

*If you miss a platform and land in the hall below, you'll need to enter the room at the top to teleport back to the beginning of the area.*

The next room is extremely dark, with the exception of a glowing Wisp. Avoid touching the Wisp, but allow it to guide

you through the darkened hall. Enter the doorway up and to the right, and you'll find yourself in yet another darkened room. Follow the Wisps to the right, and you'll notice a spike pit. Use the three poles to safely hop across the pit. Inside the next room, rescue **Bailiff Jerky (Bailiff)** from the Bincho Field, and then carefully return to the main hall.







This time, you'll want to make your way over to the left side of the room. Go down, and then pick up and throw the Vambee onto the switch to trigger the floor panel to cover up the spike pit, and then enter the door to the lower left.

In the darkened hall, walk up and to the left to

enter another dark room. Avoid the Wisps, Vambees, and spiked pits, and then enter the doorway at the end. You'll appear in a room with two teleporter panels. Step on the right one to be whisked away to the next room.



Walk through the doorway at the top to the next area, which is full of torch-toting Lamp Bats. Unlike the Wisps, these fiendish flyers actively pursue Musashi. If they don't try to bite him, they will attempt to drop a lantern on his head. However, this isn't all bad, because the fires light the way, but they can also cause some serious damage to Musashi. If you're really clever, you can spear one of the Bats with **Fusion** and assimilate the **Firefly** ability. With this ability, you can light your own path.

Beyond the Lamp Bat room, there's a second teleporter room. This time, take the left teleporter to advance, and only use the right teleporter if you want to return to the entrance.



Once you've teleported, avoid the Vambee and go through the doorway at the top again to enter another room filled with Lamp Bats. Walk left and go all the way down the hall to enter the doorway to your right. In the third teleporter room, take the teleporter to your left again. When you reappear, enter the doorway above you.

Now for the real challenge! Musashi next enters a hall with lava waterfalls and deadly dart traps. Stay on the path facing the direction from which the darts are coming, and hold the R1 button to use Fusion to shield Musashi. Continue to push forward and drop off between the waterfalls until you reach the door to the left at the bottom of the room.





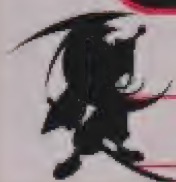
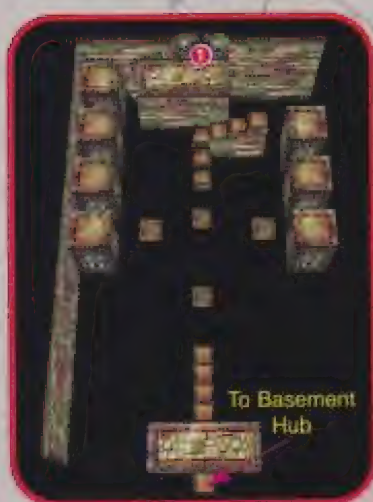
The next room is particularly nasty, because there are lots of spike pits, Vambees, and Bats. Assimilate the **Firefly** skill quickly to make this journey much simpler. Also, be on the lookout for a treasure chest as you hurry through this area.

Head through the center doorway, and use Lumina to break the blue eye orb on the altar. This activates a teleporter that will return you to the basement.

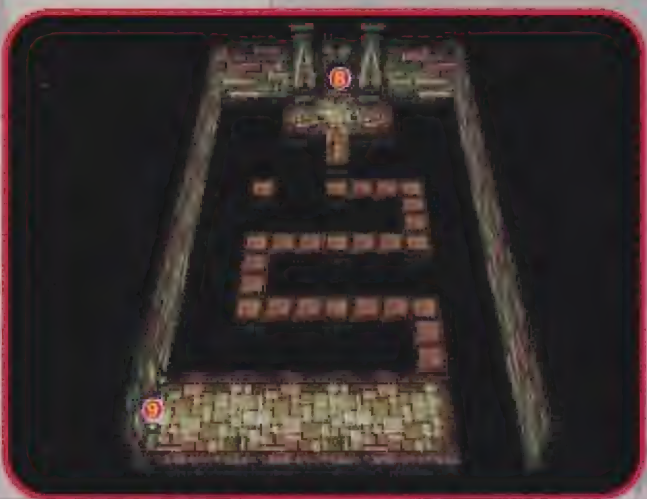


## Ghost Maze

Bincho Fields: Carpenter Cubey, Knight Chucks











From where Mannick is standing, go back up the stairs to the treasure chest containing the Memory Box. Go left down the stairs to enter a room with a cracked wall and doorways to the left and right. Enter the doorway to the right. Once you enter the maze, hop across the moving platforms and jump from one ledge to the next. However, you must be aware of the Vambees standing close to a ledge you're jumping to. They will often knock Musashi off the platform before he can land.



Two rooms later, you'll find an easy puzzle. Move the red block over the red square on the ground to open the door to the north.









In the next room, repeat the same procedure, however, this time you must move three red blocks over three separate red squares. If you mess up, you can always exit the room and then reenter to reset the blocks. If the blocks trap you, you can smash through them with your sword, but once you activate all three floor panels, the door to the north will open.



After several more rooms full of obstacles and tricky jumps, you'll enter a room where the lights go out when you pass the flames guarding the bridge beyond. Use Fusion to assimilate the **Sublime** ability from the Lonely Mist at the room's entrance. With this ability, Musashi's "spirit" can float around



the room and examine the maze ahead until the  button is pressed or he is attacked.

Plan a safe path to the exit. You must hop and run across a darkened room filled with skinny walkways and no light to lead your way. (Of course, you have the use of the maps to guide your progress!) If you assimilated the Sublime ability and have examined the room, press the  button to have your spirit return to your body and you'll be free to continue.

In the next dark room, you'll have to navigate another room using the Sublime ability. Make sure to rescue **Carpenter Cubey (CarpentB)** from the Bincho Field before you leave the room.



The next room resembles a bit of the last two dark mazes.



Make your way down by assimilating the **Sublime** ability, or just use the map to guide you. Remember to watch out for those spikes!



The last room is a killer. Assimilate the **Sublime** ability to map out where you can and cannot go to get across to the other side. There's a treasure chest on one of the platforms, so don't miss it.

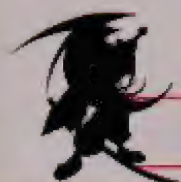
When you reach the other side, you'll notice that there is a lower pathway leading beneath the exit platform down the center of the maze. Drop down onto it and walk up so that Musashi disappears underneath the exit platform into a hidden room.

This takes you to a room with a Bincho Field in it. Free **Knight Chucks (KnightC)** and step on the teleporter that replaces the Bincho Field. This transports you to the upper level so you can exit to the left. Using Lumina, break the blue eye orb on the altar, and then step on the teleporter that appears to return to the basement.



## Fire Maze

**Bincho Fields:** Librarian Brisketta, Soldier Hanky-Flanky



*Fire Maze*







The last maze in the Restaurant basement is fairly easy to navigate, however, it does require some excellent jumping skills. Make sure you talk to Mannick to replenish your stats, and

### Rotating Terrors

*One of the greatest challenges in this maze is crossing the rotating blocks. The first few you encounter are fairly easy, but they'll soon get much tougher. Practice in the first two rooms where the risk is minimal, so that you're well prepared for later challenges.*

then head inside. This maze is located by going to the left down the steps from where the Memory Box is located, and by then entering the left doorway.

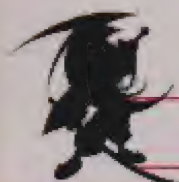
Avoid the enemies on the lower level of the first room, and simply hop across the center row of rotating blocks to exit on the far side of the room. In the next area, rescue **Librarian Brisketta** (Librarian) from the Bincho Field in the far lower corner of the room, and then climb the stairs back up to the top level and hop across the rotating blocks.



Things begin to pick up a bit in the third room. Now if Musashi falls from a spinning block, he'll take damage. There are also more enemies to deal with, so keep your cool and remember what you learned in the first two rooms.

### Stay on Top

*The rotating blocks are fairly easy to hop across if you simply keep jumping against the direction they are turning. You won't automatically fall off a block that is turned sideways. Just make sure you try to remain steady and jump onto the side facing upwards whenever the block begins to turn over.*







You'll then emerge in a new room with lava and spiked turnstiles. Be patient with them and time your moves or you'll get spiked. Walk slowly in the direction that the turnstiles are turning and find the exit.

The next room is a little trickier, because you can only jump onto the moving blocks when they are lowered. Also, you can only safely jump off of

them when they are high. Make sure you look for Musashi's shadow to mark the place you'll land when you jump and you'll be fine.

Now you must contend with deadly swinging blades! Simply stay to the far right or left side of the path, and time your passes through them. Heal up if you get low on HP.



After going through more turnstiles, you'll approach an area with a series of skinny, wooden planks that are all connected. Walk—DON'T RUN—across the planks to safely make your way to the exit. You'll definitely want to take some time to explore the branching paths on the planks, because you can pick up Drans, items, and a Bincho Field containing **Soldier Hanky-Flanky (SoldierB)**.

In the last room, you must hop from platform to platform, while avoiding the leaping flames that shoot from the lava. You must also deal with some very complicated swinging blades.

Time your jumps so that when the flames pass, you either run or jump past them! If Musashi gets hit, quickly try to get past the offending obstacle while he's temporarily invulnerable. Make it through safely, and you'll emerge in the blue eye orb room. Smash the orb with Lumina to teleport back to the basement!







## The Legendary Belt

Bincho Field: Weaver Dineretta

When you return to the area where Mannick was, you'll discover that he's gone. Open the now activated four-eye door to find Mannick waiting inside. He informs you that he found the treasure in a chest, although he's a bit disappointed at what he found inside: an **Ugly Belt**. After he hands over the item to you, promptly exit and take it to Conner's Pawn Shop to have it appraised. You'll discover that the Ugly Belt is in fact the **Legendary Belt (L-Belt)**, the next piece of the Legendary Armor! With this item, Musashi can now perform double jumps by pressing the **X** button twice!

More Exploring to Do

*Now that you have the L-Belt and the ability to perform double jumps, take some time to return to Twinpeak Mountain to rescue another palace member from a Bincho Field. Return to the ledge just past the gap with the jutting poles that you must swing across. Climb to the very tip of the wooden pole pointing upwards, and then make a brave double jump to the right across the waterfall. When done correctly, you'll land on the far right ledge. Free Weaver Dineretta (Weaver) from the Bincho Field, and then you can return to the mountainside by climbing the pole.*



The Legendary Belt



*With Weaver Dineretta now free, visit her at the palace. Give her the **Legendary Cloth** and she'll gladly make you something from it. You can ask for gloves to receive the **Legendary Gloves**, or ask for a quilt to get the **Legendary Quilt**. The L-Gloves increase Musashi's chance for a critical hit, while the L-Quilt increases the rate at which Musashi's "tiredness" decreases while asleep in the field and it also simultaneously restores HP and BP.*



## Bubbles and the Church

When you exit the Pawn Shop, Mannick will stop you again. He tells you that the well near the Church has gone dry, and the people in Grillin' Village will soon go thirsty. However, you can't enter the well until you find a rope to climb down into it. Visit the Church and double jump over the fence.



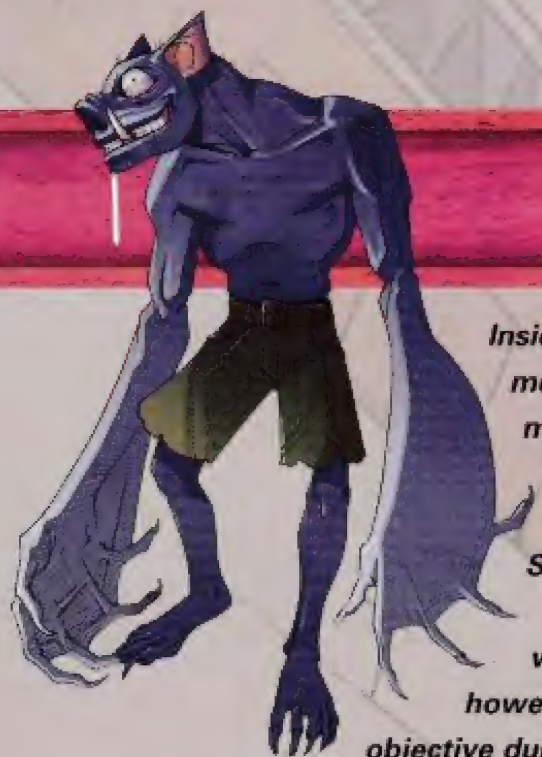
Speak with **Father White**, who is moping in the churchyard. When you ask him for the Rope, he tells you that thieves have stolen the Church Bell and there are weird noises coming from the Church at night. He's too afraid to go inside to fetch the Rope, so he asks you to return at 2am to check out the noises.

Return to the churchyard (or just take a

long nap next to Father White) at 2am, and speak with Father White again. He points out the weird Vambee-like noises coming from inside, and asks that you check them out for him. Being a legendary hero and all, Musashi hops onto the roof and drops inside to check things out.







## Vambee Soldiers

*Inside, you'll run into **Bubbles** and her two henchmen. After some talk, Bubbles has her henchmen attack. After a weak first attempt, Musashi suddenly gets surrounded by five large **Vambee Soldiers**. You can't kill the Vambee Soldiers with your weapons,*

*however, the main objective during the fight is to keep them away from you. If they manage to close in on Musashi and get a good grip, it's instant death! The only way to kill them is to simply keep fighting and wait them out. Once daylight enters the church at 7am, the Vambees are toast!*



*The fight begins slowly with one Vambee Soldier jumping inside the pews at a time. Ward them off by striking them with Lumina, because Fusion's range brings Musashi precariously close to the Vambee Soldiers. This is the only way to knock them back out of the pews. As the fight wears on, they will gang up on Musashi and those left in the outer ring will start to throw paralyzing smoke bombs in your direction. It's best to keep moving and striking with Lumina. You may want to consider using the **Earth Scroll** ability to paralyze a Vambee. If you time your attacks just right, you can keep them frozen for an extended period of time. When you see one of the Vambee Soldiers tossing a smoke bomb, move and double jump to avoid it! If you can outlast them until 7am, they'll get vaporized by the sunlight! When the fight is over, a grateful Father White gives you the Rope.*







## The Water Scroll



In exchange for the Rope, Father White asks you to help him look for the **Church Bell**. Use the Rope on the well outside the Church and climb down.



This takes you to Grillin's Reservoir. The Church Bell is sitting on a small island near the base of the rope. Before you go after the Church Bell, however, follow the path past the Water Crest and free the **Water Scroll**. Now you can use your new Water Scroll ability to walk across the water and pick up the Church Bell.



To move the bell, pick it up by pressing either the ☐ or ☐ button. You can then throw the bell by pressing the ☐ or ☐ button again, or you can just slowly walk with it. You must toss it from the island to the main path. You can't carry it up the rope, so return to the area where you picked up the Water Scroll. If the Church Bell falls into the water, it will return to the island where you first found it.

Toss it across the water into the nook on the side of the room. Then carry it into the cave behind the Water Scroll's statue that leads into the Mine.



## Exit Carefully

*When throwing the Church Bell, make sure you don't toss it too close to any exit. If Musashi leaves a room without the Church Bell in hand, it gets reset to the room's entrance, or to its original starting point.*

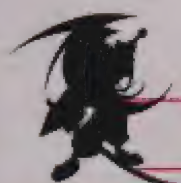
While carrying the Church Bell, exit the Mine and Father White will greet you at the opening. After taking the Church Bell, he then hands over a small statuette in the form of an angel. Remember the door with a slot that looked like this statuette? It's in the basement under the Restaurant, of course!

Wait until midnight, and enter the Restaurant when one of the Vambees sneaks out. Head

down to the basement, but this time, head for the doorway straight ahead. Double jump over the large gap, and place the statue in the double doors on the other side.

## Minkus Beware

*Now that you have the Water Scroll ability, you can access a new Minku location in Somnolent Forest. Head to the wooden bridge connecting Somnolent Forest to Steamwood Forest. Activate the Water Scroll, and walk on the stream heading upward. On the riverbank between the bridge and the second wooden bridge leading to the path with the Sleepies on it, you'll find a Minku's hideout.*

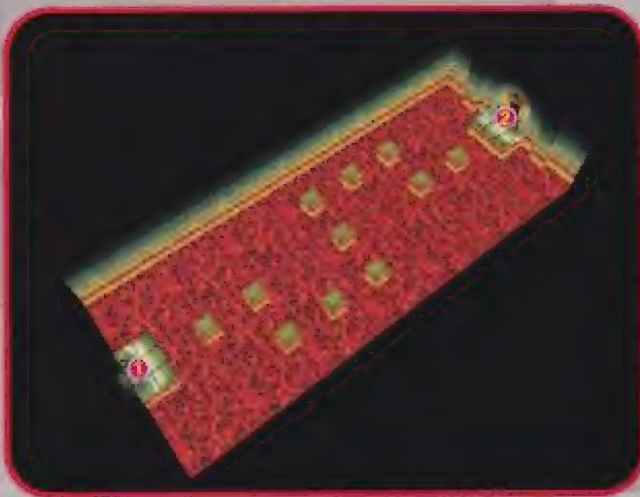






# The Relic Keeper

Bincho Field: Taster Salmonelli



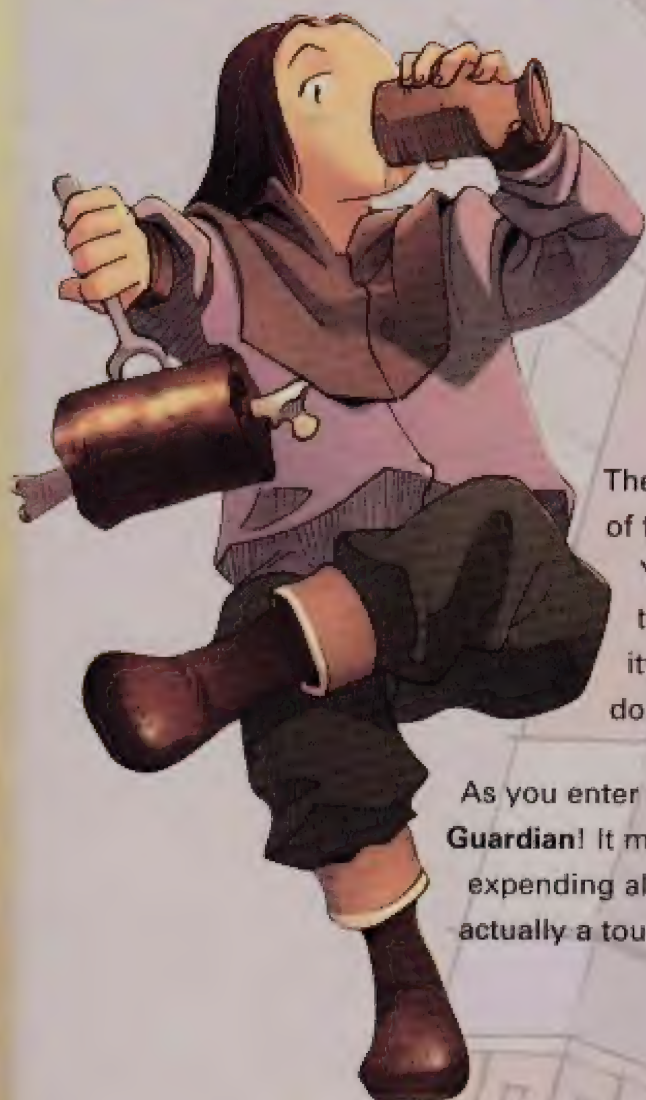
*The Relic Keeper*



Things start off easy. Use the Water Scroll to walk across to the exit on the far side. Next, perform a double jump across the platforms to the exit.



The third area is a little tougher and a lot longer. You've seen all of the obstacles before, but now you must contend with fearless **Fire Curse** flame enemies. You can snuff out their flames with well-placed water shots, but it's best to hurry through and ignore them altogether. Don't forget to save **Taster Salmonelli (Taster)** in the Bincho Field as you push your way through!



The next room is completely dark, with the exception of four torches burning on four different pedestals.

You can extinguish each of them by repeatedly hitting them with water by using the Water Scroll ability. When all four torches are extinguished, the big door on the other side of the room magically opens.

As you enter the next room, you'll confront the **Water Crest Guardian**! It may not look like much, because it seems to be expending all its effort holding up the ceiling, but this Boss is actually a tough opponent.







## CREST GUARDIAN: RELIC KEEPER

*The Relic Keeper releases a Fire Demon, which has several different attacks. Your main line of defense in this battle is the trusty Water Scroll ability. You can take a hit without suffering any damage while the water bubble shield is surrounding you. However, the hit will also pop the water bubble shield so you'll have to power up again immediately.*



*The Crest Guardian's attacks come in two basic forms. While it's orange, the Boss will attempt to hit Musashi directly or drop a flame onto him. Although the Boss has a wide variety of attacks in this form, the water bubble shield easily negates them all. This is also your best opportunity to attack the Boss. Hit the flames by shooting water bubbles into them. Each hit causes only 8 Hit Points of damage, so it takes a lot to knock over the Fire Demon.*

*The Crest Guardian's other attack form is a blue/white flame. Although these attacks are typically a bit faster than the orange flame, they're actually much easier to dodge. All of the attacks are ground-based, so to avoid them Musashi must jump. Just like the orange flame attacks, the water bubble shield will block one hit. However, because these attacks are faster, you won't have to recharge the shield before the next attack wave. You can't damage the blue/white flame, so just avoid it. It's best to concentrate on dodging until the flame returns to the orange state.*





*This fight is tough, but after you've inflicted enough damage to the flame, the Crest Guardian will partially collapse, enabling you to swipe at the bright blue core crystal in its head.*

*If the Water Scroll is still in effect when this happens, quickly switch Lumina to normal so as to avoid losing any time.*

*You must repeat this maneuver three separate times (damage the Fire Demon, and then swipe at the blue crystal core) before the Relic Keeper's Energy Gauge will completely diminish. However, once it does, the blue crystal core is yours to have, plus you'll liberate the Water Crest in the process!*

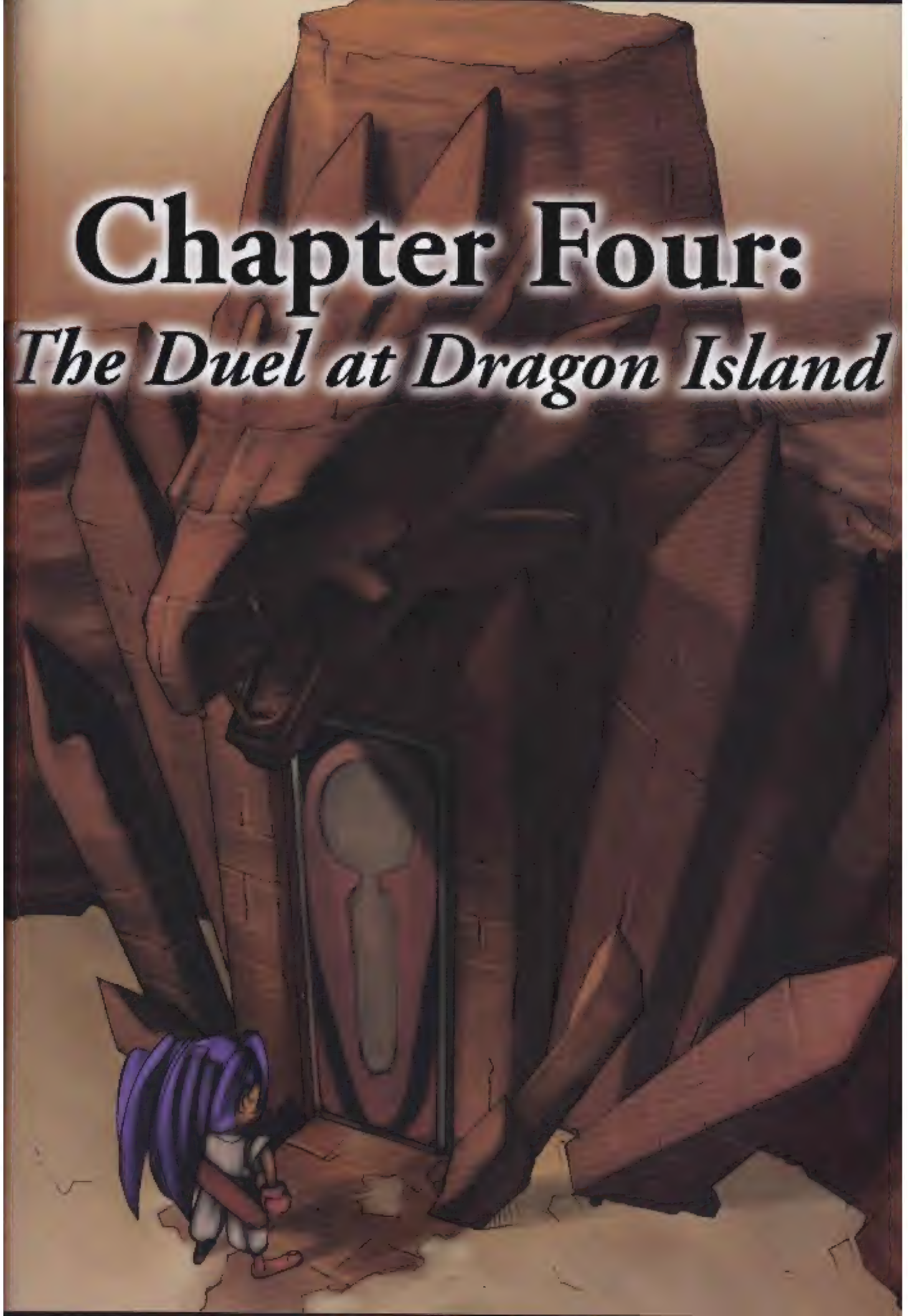


*The Relic Keeper*



# Chapter Four:

## *The Duel at Dragon Island*







# Using the Water Scroll

Bincho Field: Maid Loinette

New Items

*You'll notice that there are new items for sale at the Grocery Store and the Bakery when the fourth chapter begins. Take some time to do a little shopping.*

As the fourth chapter begins, take some time to activate the **Water Crests**, scattered throughout the world. Climb into the well and use your Water Scroll to activate the crest on the center platform. Half of the reservoir will fill up with water, while the other half will drain. You'll meet up with Ed and Ben, the two hapless thieves responsible for stealing the Church Bell. Use your new Water Scroll ability to fetch the Minku in the alcove near where the Church Bell was found, as well as the **Old Shirt** from a treasure chest in the southern part of the reservoir. You can also head into the cave that was previously under water.



Using the Water Scroll





Inside the cave, you can pick up some **Used Boots (A-Boots)** from a treasure chest. You'll also find the location of the **Fire Crest**. Keep this location in mind, and exit the reservoir through the Mine. Head to Somnolent Forest, and use the Water Scroll ability on the Water Crest near the entrance. Now you can finally get to the underwater treasure chest that's been taunting you the whole game!



While You're There...

*Have you noticed the steam curtain south of the Water Crest in Somnolent Forest? When Steamwood was repaired, the steam vanished. Pass under the pipe to find 500 Drans and Maid Loinette, who's trapped in a Bincho Field.*

The underwater chest contains **Glasses**, which turn out to be the **L-Goggles** when appraised. Now Musashi can appraise goods without the help of Conners at the Pawn Shop. Of course, you must still rely on him to purchase all of the otherwise useless treasure you find around the world. You'll also discover that the **Old Shirt** is actually the **L-Vest**. With it equipped, Musashi's Gauge Bar will charge at twice its original speed.

Back to Twinpeak Mountain

*Take some time to use Musashi's "water-walking" ability to roam the Twinpeak Mountain area. At the water's edge across from the area where you had the climbing race with Rootrick, go under the large pipe to find a Minku in a small alcove. This is also a good time to get the Minku from Hell's Valley (where you fought Skullpion earlier).*



## Mayor Musashi

Pay a visit to the Mayor's house, where you learn from his wife that he has taken ill. She asks you to take on his duties for the town—temporarily. After agreeing to do so, she then asks if you would fix the Gondola. You need the **Gondola Gizmo** from the Scrap Depository in the Mine. She'll recommend that you speak with the Carpenters at the palace, as well as old man Wid in the Windmill for more information. Accept the task, and then head for the palace.

Mayor Musashi



*The Mayor's wife will ask Musashi to refill the village well with water if he hasn't done so already. This is accomplished by activating the Water Crest in the reservoir, as described earlier in this chapter. This first task must be done before the Mayor's wife brings up the task of fixing the Gondola.*

At the palace, choose the "Visit" option to see **Steward Ribson**. Speak with all three Carpenters, who will give you helpful clues of the Gondola Gizmo that's needed to finalize the repairs on the Gondola. Now speak with Wid at the Windmill, who informs you that the **Scrap Depository** is located in the Mine.



Travel through the Mine as if you're heading to the Underground Lake. However, this time after dropping through the fan, head to the right instead of the left. This takes you to an area with a long walkway littered with falling **Cure Worms**. Assimilate the **Antidote** ability from one of the Cure Worms, and then follow the path. Make some double jumps to hop over the gaps in the platforms. Note that the Ferris wheels are much tougher now; some rotate against Musashi and some platforms contain concentrated Binchotite, which poisons Musashi if he lands on them. If you land in the Binchotite, use the **Antidote** ability to cure its poisonous effect.







At the right end, you'll enter the Scrap Depository. There are four different wheel-shaped gizmos lying on the ground. Pick up the "real" **Gondola Gizmo**, which is gold in color, has three holes around the outside, and one hole in the center. Return to Grillin' Village and visit Steward Ribson to automatically give the Gizmo to the Carpenters in the palace. This prompts them to immediately begin work on the Gondola, at which time Musashi retires to his room for some rest.



## Grillin' Village in Flames!

**Bincho Field:** Artisan Teebone

You'll be forced to head into town once Musashi awakens. You'll find that the whole village has gone up in flames! Speak with the Mayor's wife, who is running around near the Church. She begs you to help put out the flames. After speaking with her, eight flames will show up at the top of the screen to indicate the number of fires that need to be extinguished. Use Musashi's **Water Scroll** ability, and press either the  or  buttons to shoot water bubbles at the flames. You can locate the fires at the following houses:

*Farmer McRice's house, the Breadshop (x2), the Church (x2), Farmer Land's house, the Grocery, Farmer Lacter's house, and the Mayor's house.*

Each time you successfully douse a fire, one of the flames at the top of the screen disappears. Concentrate on putting out one flame at a time, and don't let up until it's out! There's no time limit, so be patient. When each flame is extinguished, the Mayor's wife will thank you and asks that you visit her the next day. Rest up, and in the morning pay her a visit.







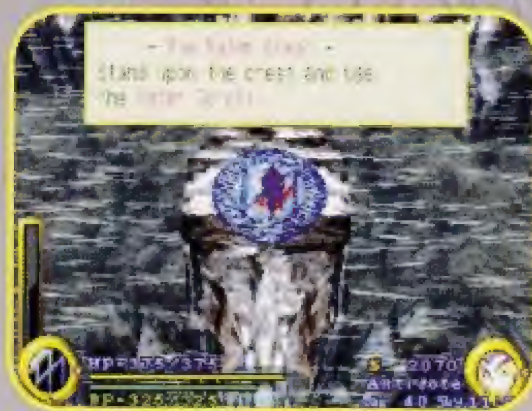
## The Fire Scroll

When the Mayor answers the door, he thanks you for taking care of the village while he was sick. He also gives you a **Calendar** used by the Thirstquencher Empire, and his wife gives you some **Rock Salt**. (Can you think of anything that's vulnerable to Rock Salt?) Exit the village and head for Somnolent Forest.



Once inside the forest, locate the entrance to the **Isle of Dragons** (near the entrance to Meandering Forest). Enter the Isle of Dragons and examine the huge **Rock** that resembles a slug blocking the entrance. Remember the Rock Salt? Use it on the "Slug Rock" to make it shrink and slither away. Head through the opening and go to your left, so you can free **Artisan Teebone** from the Bincho Field near the entrance.

The tides shift in this area, so if the tide is high, you won't be able to get anywhere. (Just so you know, high tide occurs between 7pm and 7am.) Exit and reenter until the tide lowers, and the Water Crest in the center of the lake has surfaced. When this occurs, use your Water Scroll ability to cross the lake and use the Water Scroll on the crest. This makes the lake completely recede, giving you access to a whole beach below the crest.



Head down to the beach and pick up the now accessible **Fire Scroll**. Use Lumina on it to free the scroll!







## Kojiro

After retrieving the Fire Scroll, Kojiro suddenly shows up and challenges you to a duel. Kojiro has a few attacks and a strong defense, but since you have the whole beach as your playing field, his attacks are relatively easy to dodge.



This fight centers around counterattacking. Most of the time Kojiro stands in the center of the screen, throwing several attacks at Musashi. Keep moving and wait for Kojiro to attack. Dodge the attack and then close in quickly for an easy hit to his backside. If you've learned the **Crosswise Cut** from Knight Lardwick, use it on Kojiro to inflict some heavy damage; however, don't stick around too long or he'll recover from the attack and slash you back!

With Kojiro out of the way, he'll hand over the Princess and you'll escort her back to the palace to speak with Steward Ribson.







## Reaching the Thieves' Hideout

When you reach the palace, Steward Ribson thanks you for returning the Princess but asks that you stay to locate the remaining scrolls as well as track down the mischievous thieves. Speak with the three Mercenaries that you have rescued, and they inform you about the location of the thieves' hideout. Each Mercenary has a torn piece of a whole page that provides clues on how to reach the hideout.



**Mercenary Meitlofe mentions that the hideout is in Meandering Forest, and reads his clue to you:**  
*"Duh... About the Knight... don't worry about the direction you're facing. Go straight (up)."*



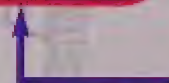
**Mercenary Potrowst reads his coded message to you:**  
*"Meandering Forest - 4 way path - Gold, Knight, Knight, Knight, Bishop"*



**Mercenary Stue reads her coded message as:** *Left, Right, Right, Left, straight ahead..."*

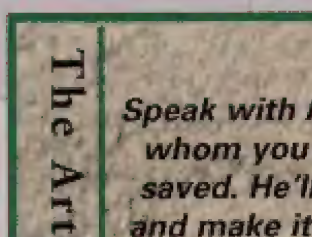


To next page





From previous Page



### The Artisan

*Speak with Artisan Teebone, whom you should have just saved. He'll work on Fusion, and make it a stronger sword in the process.*



What do all these directions mean?

Mercenary Potrowst suggests that you read more about the game **Shogi** in the Castle

Library to find out what his clue means. You can only read about the game of Shogi if you've saved and spoken to Librarian Brisketta in the Restaurant's basement. You can ask Scribe Shanky at the Library about Shogi to learn that the Knight, Bishop, and Gold clues

refer to certain movements (similar to the game of chess). The movements refer to directions on how to get through the Meandering Forest and reach the thieves' hideout! Head to the Meandering Forest through the Somnolent Forest.

When you reach the Meandering Forest, the area is free of enemies. In the first section, there is now a wooden sign that indicates that if you get lost, simply exit through the south entrance to return to the beginning.

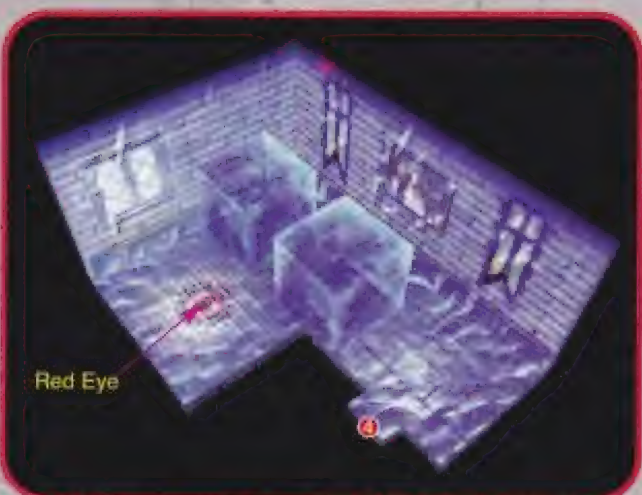
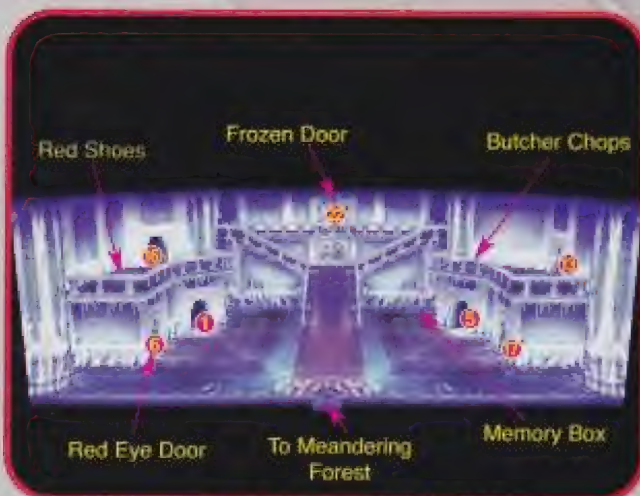
The basic directions for getting through Meandering Forest are:

*left, up, up, right, up, up, right, up, up, left, up, up, up, up*

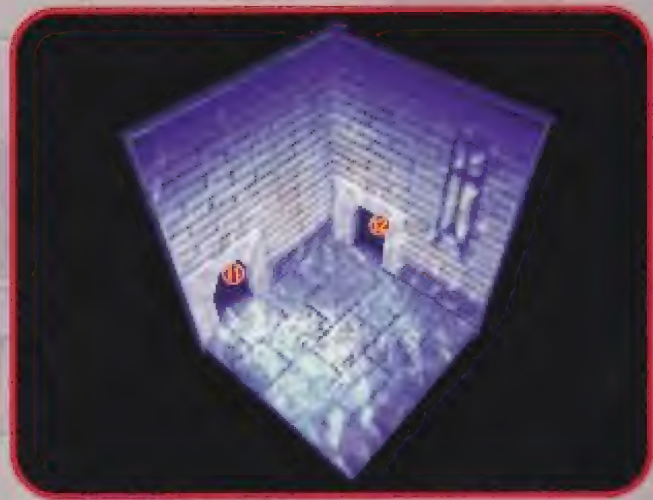
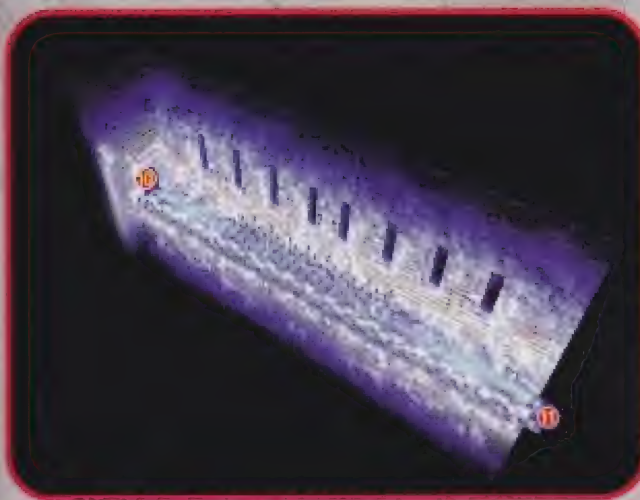
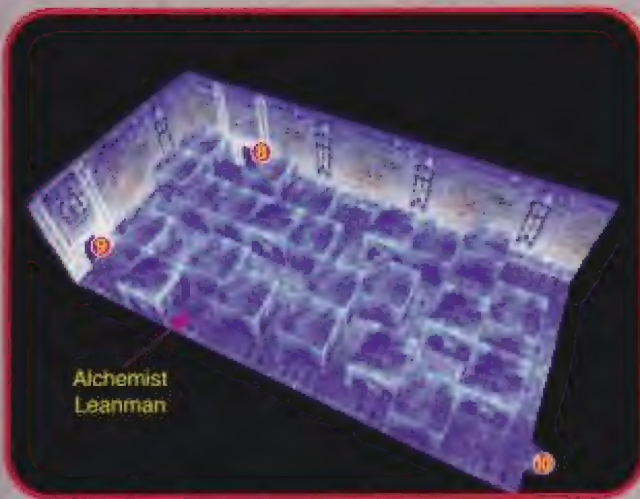
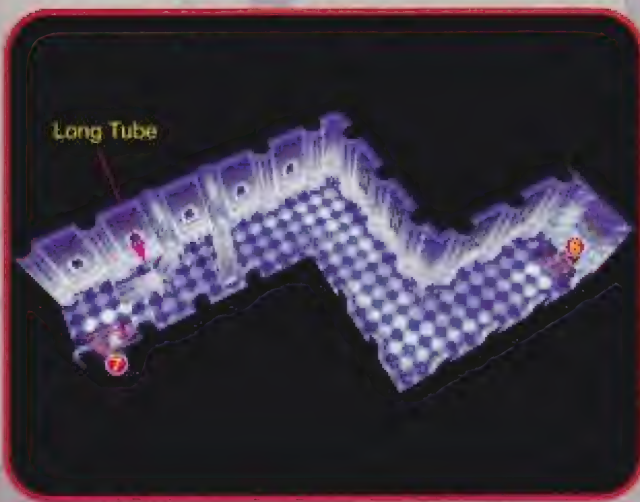
If you get lost, just refer to the maps. You'll know when you make a wrong turn when you hear a chime, and then you'll be returned to the entrance of the Meandering Forest.



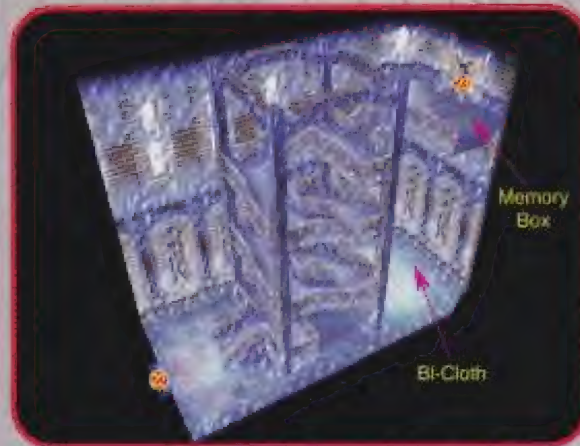
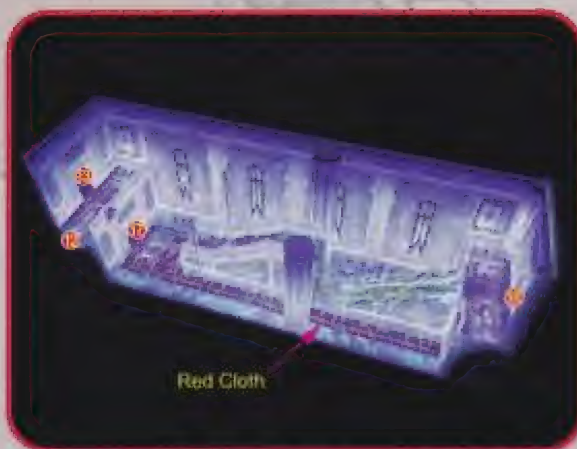
# Frozen Palace









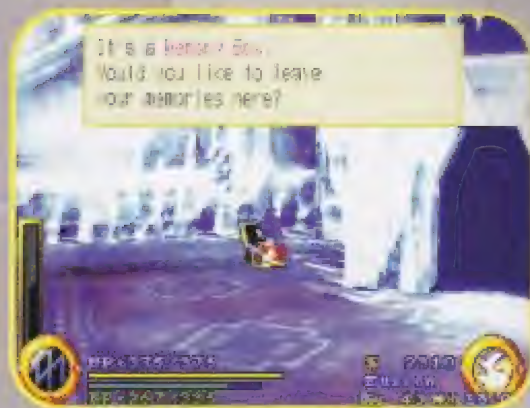




When you approach the hideout, choose to enter **Frozen Palace**. When you get inside, you'll meet up with Bubbles' sister, **Gingerelle**. She won't know who you are, but she won't give you any clues as to where the thieves are hiding. She does, however, say that they are no longer using the hideout.

Assimilate the **Map** ability from the **Mappers** in the main entrance area. It costs 8 BP each time you use this ability, but it's very helpful for finding your way through the Frozen Palace.

There are four doors branching from this main area, one of which is locked and has a red eye on it. There is also a frozen staircase leading to a second floor, however, you can't quite access it yet.



## The Red Eye

Bincho Field: Chef Julianne



Take the upper left doorway, and make your way past the enemies. You may notice that there is a **Blue Eye** door in this room, but ignore it for now. There are two Penguins in the next room pushing ice blocks into a large pit in the floor. Double jump onto one of them, and then hop across to the other side as the ice block drops into the pit.

If you take the lower right-hand door, you can rescue **Chef Julianne** from the top of some frozen crates. After doing so, return to the ice block room and enter the doorway leading to the upper right, behind the ice-pushing Penguin.







When you enter this room, you'll see a bunch of Penguins sliding around. If you look carefully, you'll also notice a wooden sign and a large floor panel with a red eye on it at the far side of the room. The sign reads: "**Only the lonely are rewarded.**" Follow the concept of the clue, and eliminate all of the Penguins. Once you do, a treasure chest appears on top of the red eye panel. Open the chest to pick up the **Red Eye**. Return to the main entrance by backtracking to the room where you rescued Chef Julianne.

Hop over the frozen crates where the Bincho Field was located and make your way to the lower exit, past the Haya Wolves. You'll find yourself back in the main entrance room.

## The Blue Eye

**Bincho Fields:** Alchemist Leanman, Butcher Chops

Use the Red Eye on the lower left door that has a similar symbol on it. Make your way through the new area and exit at the far end of the hall.

Clonin' Around

*It may sometimes prove difficult to get around the Copycats, because they mimic your moves. Keep your distance from them, and use projectile attacks, such as the **Fire Scroll** ability, which they can't mimic. You can also assimilate the **Clone** ability from them, which enables you to create a Musashi decoy. This will distract the enemy, and then by pressing the **○** button again, the Clone will explode, hurting enemies close by in the process.*

The next room harbors a large **Slow Guy**—but DON'T kill it! Kill the **Cool Plant** instead, and then stand near the jutting wall with the ramp on top of it. Let the Slow Guy pick you up and throw you to the upper level. When you can reach the ramp, head for the doorway and exit into the next room.



*The Blue Eye*





This room resembles a maze formed by a bunch of ice blocks. There are two exits in the room, and only two types of enemies to battle. There are some **Haya Wolves** wandering the room, along with dropping **Stomp Golems**. You've dealt with the wolves before, but you must look for the shadows of the Stomp Golems as they drop from the ceiling.

Your goal is to reach the door on the upper-left side. Also, make sure you free **Alchemist Leanman (Alchemist)**, who's trapped in a Bincho Field on the opposite side of the room from where you entered.

Through the doorway in the upper-left corner is a room filled with **Copycats**. Reading the sign reveals that victory will be earned by eliminating all of the enemies *without* taking damage. The



easiest way to accomplish this task is to assimilate them all. The Copycats aren't nearly as fast as Musashi, so turn around so that Musashi's back faces a Copycat, and then quickly face the opposite direction and hold R1 to charge Fusion. When timed correctly, the Copycat will begin blocking before it has a chance to turn around, which makes it easy to spear the Copycat in the back. You can also make quick work of the Copycats by using the **Fire Scroll** to fry them to a crisp from a safe distance.



If you get hit, exit the room and reenter it to start over again. However, when you finish the job, a treasure chest will appear containing the **Blue Eye**. Pick it up, exit the room, and then head to the right side of the maze.

Along the way, you can assimilate the **Steel** ability from one of the **Stomp Golems**. You'll need it shortly!



As you exit the maze, use the **Steel** ability to plow through the metal spikes on the walkway. Continue to follow the path until you end up on the second floor balcony of the main entrance room.



Free **Butcher Chops** from the Bincho Field, and then hop over the railing and down onto the first floor. Reenter the upper-left doorway, and then head for the Blue Eye door you passed earlier on your way to get the Red Eye.



## The Green Eye

**Bincho Field: Musician Al Forte**

After passing through the Blue Eye door, you'll see a bunch of stacked ice blocks and a Bincho Field, which contains **Janitor Sloppy-Joe**. Double jump to the upper level of the room, and then head through the doorway to emerge on the second floor of the previous room. Carefully jump across the patchy ice floor and fetch the **Red Shoes (L-Shoes)** from the treasure chest on the second floor balcony in the main entrance hall.



Jump over the rail and drop down to the main entrance. The **Legendary Shoes** enable you to tread icy surfaces just like you would any other surface, so enter the lower, right-hand doorway in the main entrance hall and put them to the test.

Use one of the poles to climb onto the icy stairs. Climb over the stairs and grab the **B-Undies** from the treasure chest, and then head out the door above.

This takes you to yet another ice block maze. Make your way to the bottom corner of the room, and assimilate the **Clone** ability from the **Copycat** nearest the door.

Enter the door and read the sign. It suggests using **Clone** to defeat the **Slow Guy**. Drop a Clone and let the Slow Guy attempt to toss it. Press the **○** button to destroy the Clone, which will kill the Slow Guy too. After doing so, a chest appears containing the **Green Eye**.



Pick up the Green Eye from the chest and exit the room. Next, you'll need to hop along the tops of the ice blocks to reach the next exit.



*The Green Eye*





Find the low ice block in the upper-left corner of the room. Double jump onto it, and then use more double jumps to explore the ice blocks. Pick up the **E-Undies** from the treasure chest, and rescue **Musician Al Forte (MusicianC)** from the Bincho Field along the far wall. Now make your way to the left side of the room below the lowered ice block to find the Green Eye door.

Open the Green Eye door, and follow the path back to the main entrance.



## The Frozen Door



Now that you have all three colored eyes and the L-Shoes, climb the central staircase in the main entrance hall. At the top of the stairs, use your **Fire Scroll** ability to defrost the large door. Then place all three eyes in the door's cavities to unlock it.

Don't Miss Out

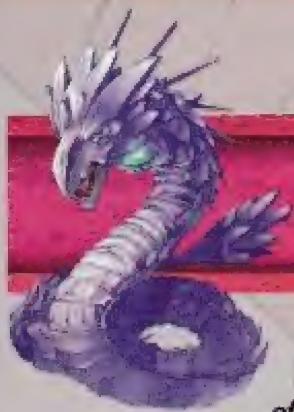
*Behind the stairs is a chest containing a T-Hanky.*

Beyond the door is a large staircase. Climb the stairs, use the Memory Box, and then light the two candles in front of the door using the **Fire Scroll**. This unlocks the door, providing Musashi access to a beautiful room with an intricate painting on the ceiling.



Swipe the crystal at the foot of the center pedestal. This makes Musashi fall through a trap door into a deep cave, where the Frost Dragon awaits!





# Crest Guardian: Frost Dragon

Melt the icicles on the ground using the Fire Scroll ability until you reach a lowered platform. The Crest Guardian will awaken! It will then make a couple of loops, and then lunge at Musashi. It's easy at this point to avoid this attack; simply move out of the way when it begins its lunge, and then shoot it with flames from the Fire Scroll. After taking a bit of damage, the Frost Dragon will smash a part of the platform, which causes an arrow to appear on the right-hand side of the screen.

At this point, have Musashi run and jump to the right. Make sure that Lumina is equipped up with the Fire Scroll so that you can melt the icicles blocking your path. Meanwhile, the Frost Dragon will start to smash the path behind you.



Don't worry about melting the icicles completely—just melt them enough so you can double jump over them. After clearing the narrow path, jump onto a large platform. The Frost Dragon will follow you and create a large hole on the far end of the platform. Now the real fight will begin!

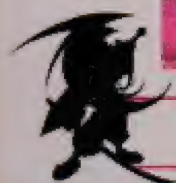
The Frost Dragon's biggest weakness is the fact that it follows a very predictable pattern. It always starts the battle by shooting several

ice balls. This attack is followed by a cold beam attack that sweeps most of the area. The Frost Dragon likes to follow the beam with a swipe of its body, which is tough to dodge. Lastly, this Boss attempts to crush Musashi using its head as a hammer.



Needless to say, this makes the Boss easy to dodge. Stay to the right side of the screen, while dodging the ice balls. This will prompt the Frost Dragon to shoot its ice beam in your direction. As soon as the Frost Dragon charges its ice beam, run to the far left side and stand as close to the ice chunks as possible. Charge Musashi's Gauge Bar, but wait for the Frost Dragon to stop firing before initiating the Fire Scroll ability. Quickly run over and shoot a constant stream of flames at the Frost Dragon's head. If it takes enough damage, it will fall over and leave its core exposed, which is located below its neck.

Smack the core with Lumina, and then prepare to dodge the Frost Dragon's head swipe and head smash attacks. Hit the Boss three times using the same strategy, and the Frost Dragon is history!





# Chapter Five:

*The One That Nests Underground*



BRAVE FENCER

MUSASHI





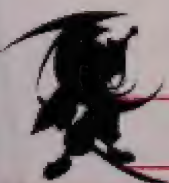
## The Fake Princess

When you return to the village, speak with the merchants in the shops. They'll all tell you that the Princess came around and demanded they hand over their profits. Head to the palace and speak with Steward Ribson, who has some good news and some bad news. The good news is that the Gondola is now fixed and ready for use; the bad news is that the Princess has disappeared. Exit the palace and ride the Gondola to the mountainside.



You'll notice that there's a lot of steam polluting the air. Head to the Steamwood Administrator's office near the Gondola and knock on his door. Curiously, he's not in. Take the shortcut to Steamwood by following the pipe that leads through the hole in the mountainside behind the Administrator's office.

When you emerge, you'll find Fores (the Administrator), lying in front of Steamwood. When you talk to him, he informs you that the Princess clobbered him and ran inside Steamwood. He's trapped her inside, but unfortunately she has begun to mess around with the Valves, which has put Steamwood in danger of exploding once again.





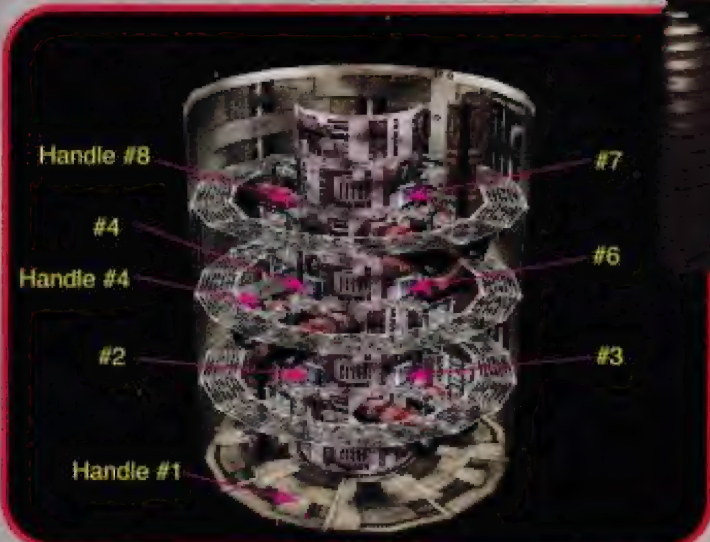
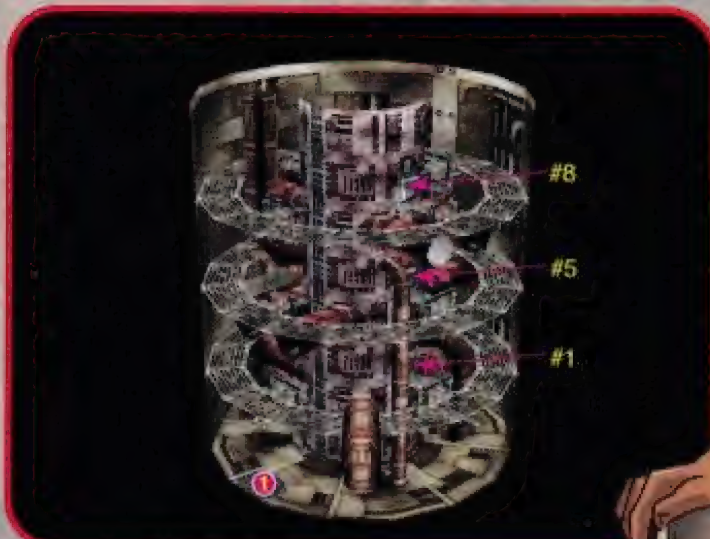


## Steamwood Revisited



At this point, Fores then hands over **Handle #0** to open the front door, prompting the familiar 24-hour clock to appear on-screen. Your objective this time is a bit different than during your last visit to Steamwood. Now you must locate the three disconnected Valve Handles scattered throughout Steamwood, and use them on the matching numbered

Valves that you worked with in Chapter Two.





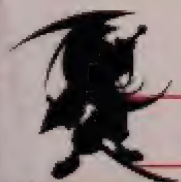
There's a Valve Handle missing from each group of Valves, and the number on the Handle indicates which Valve it goes with. Use **Handle #0** on the entrance door to reenter Steamwood.



After entering Steamwood, you'll run into the Princess, who reveals her true identity as: **Leader Force's Topo!** She then immediately takes off, and drops a bag containing all the profits that she stole from the village merchants. Immediately run to the opposite side of the center pillar to pick up **Handle #1**. Ride the elevator up to the next level, and run to the right. Double jump off the pipe to clear the steam to reach **Valve #1**. Seal the valve, and then continue to the right to **Valves #2** and **#3**.

Ride the elevator up to the next level, and head to the left to **Valve #4**. Handle #4 is on the pipe next to Valve #4. Proceed to the left to diffuse **Valve #5**. Since the steam is blocking the normal path to Valve #5, you'll have to double jump from the main platform to the platform in front of Valve #5. Perform a double jump by pressing up towards the center pillar, and then quickly press left in mid-air to land on the platform in front of Valve #5. Now proceed to the left (or right) to the opposite side and shut off **Valve #6**. Ride the elevator to the top platform, and run to your left to diffuse **Valve #7**. Continue running left and pick up Handle #8 on a ledge blocked by steam. Keep running left to reach—finally—Valve #8. Now that you've managed to prevent the impending explosion, exit Steamwood and speak with Fores.

Now Fores tells you that he saw Topo run out of Steamwood. With peace briefly restored to Allucaneet Kingdom, return to Grillin' Village and hand over the profits to Mayor McGovern.







## The Wind Scroll



Now that Musashi has some free time, head down to Grillin's Reservoir through the Mine. Remember the **Fire Crest** tucked away in a tunnel off the reservoir? Head there now and activate the Fire Crest.




Activating the Fire Crest unleashes a large column of fire, which breaks through the cave's ceiling. Climb the wall on the opposite side of the Fire Crest until you emerge back outside. Continue along the path to your left to find a large statue with the **Wind Scroll** nestled in it. Free the Wind Scroll using Lumina, and then use your new ability to dig a hole through the dark patch of dirt on the statue's foundation.





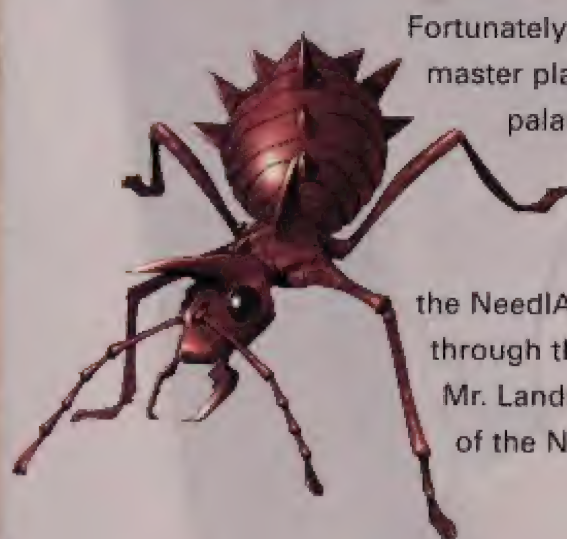
## More Minku

*There's a Minku that tends to hang out around the opening you just created. Catch it before climbing up the statue.*

At this point, you'll fall to the forest below. Now temporarily unconscious, Bubbles and Gingerelle are standing over Musashi's body, discussing what to do with him. When Musashi regains consciousness, Bubbles will trap him in a Bincho Field. Press the  button to use Lumina to break free from the Binchotite prison. When you exit the small forest area, you'll discover that you've fallen into Somnolent Forest. Exit the forest and return to the village.

## The Giant Ant

Upon returning to the village, you may spot **Tim** and **Mint** hopping around in a panic near the Restaurant. Speak with them and they'll tell you that a Giant Ant has attacked the Gondola Lift. Head to the Gondola Lift and speak with Mr. Lands, the Manager. He informs you that the huge, red NeedlAnt was attracted by the scent of syrup inside the building, which has caused it to halt current Gondola operations.



Fortunately, Musashi has a master plan. Head to the palace and choose to ride the Gondola, and you'll sail down the wire and slam straight into the NeedlAnt. Now with a mortal wound, the NeedlAnt climbs up the hill behind the Gondola Lift, smashes through the rusty ventilation fan, and drops down inside. After Mr. Lands thanks you for your clever work, investigate the origin of the NeedlAnt.

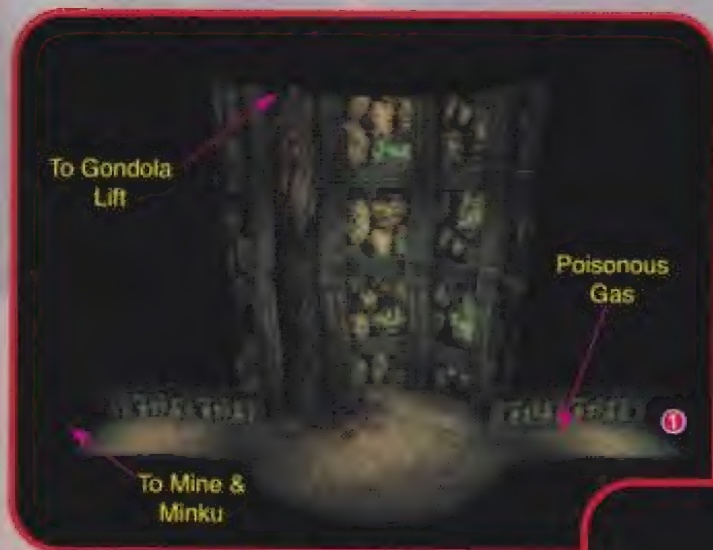






# The Upper Mine

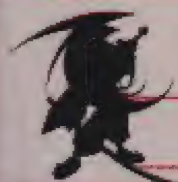
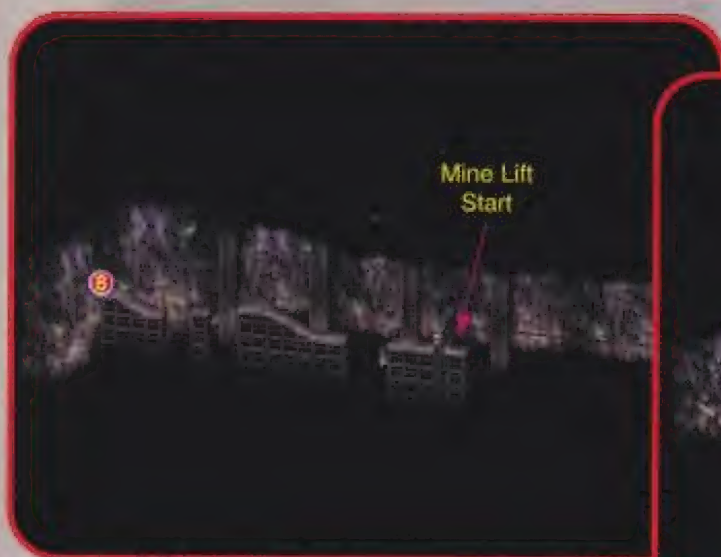
Bincho Fields: Cook Chiffonade, Conductor Scores, Knight Rumparoni



Climb the mountain wall directly next to the Gondola Lift. Double jump onto the destroyed air fan, and then drop down.









## Missed Minku

*If you haven't already found it, there's a Minku living on the ledge near the ventilation shaft. Wait around midnight before entering the shaft to give your HP a boost!*



This deposits you in an airshaft similar to the one in the Mine. The NeedlAnt is lying dead at the bottom, and there are two directions you can go from this area. You can take the tunnel leading to the left to pick up a **Minku** just beyond the door. Then return to the NeedlAnt's resting place, and head down the passage to the right.

However, there's some pink, poisonous gas clouds blocking Musashi's progress. Use his **Wind Scroll** ability to clear the poisonous gas and pass through to the next area. Follow the wooden walkways in the new area and when you reach the fork in the path, hop across the gaps to the right on the platforms to pick up the item from the chest. Now head for the far walkway in the background and head left past the Toad Stools to free **Cook Chiffonade (CookB)** from a Bincho Field.



Now head to the right, past the horde of BP eating **Maneaters**, until you reach



a pit. Use your **Earth Scroll** ability to cause the boulders in the wall to tumble down. This creates a convenient path leading to the next platform. Next, jump

onto the handle in the middle of the gap, which lifts the weight from the next platform. This enables you to double jump onto the ledge. Jump onto the next handle and double jump to the right to continue. At the next gap, use your **Earth Scroll** ability once more to create a safe bridge for passage. Cross over the boulders and exit the area.





In the new area, you'll find a group of out-of-order elevator platforms. There are also two exits in the right wall: One is located to the lower right, while the one you want to take is located to the upper right. Make your way to the exit in the upper-right corner by double jumping the motionless elevator platforms.


### Low Chest

*Before heading for the exit, make sure you pick up the **Odd Bone (Baton)** from the treasure chest in the bottom portion of the cave.*



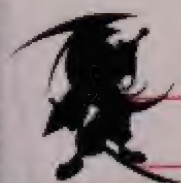
You'll emerge in a windy tunnel. Use your **Wind Scroll** ability to proceed to the right against the strong gusts of wind. The wind does die down, however, when you reach the steep platform past the **Hopper**. Assimilate the **Hop** ability from the Hopper, and use it to jump up the steep grade and across the following set of spikes.



When you reach the second Hopper, you'll notice that there is also a huge gap in this walkway as well. You can't hop across this gap, so press the  button to stop hopping.

Get a Hopper to chase after Musashi, and then double jump across the large gap and stand on the very edge of the right-hand ledge. Now charge Fusion so that when the Hopper gets close to the edge of the left-hand ledge, you can throw the sword and assimilate its Hop ability. This task will take some time (and

cause a lot of frustration), but be patient. A second way of doing it is to stand on the edge of the left-hand ledge and assimilate the Hopper from a shorter distance. Once Fusion starts returning to you, quickly double jump across the gap. Fusion will return to you in mid-air and when you land, you'll have assimilated the Hop ability. After assimilating the **Hop** ability, use it to clear the last steep ledge. You should now be free to enter the next area.





## Giant Hopper

To make assimilating the **Hop** ability a little easier, try using the **Water Scroll** to shoot the Hopper. This causes the Hopper to grow to monstrous proportions, which also makes it easier to hit with **Fusion**.



When you pass through the doorway, you'll find yourself in another circular room. Assimilate the **Antidote** ability from the **Cure Worms** to cure Musashi if he's been poisoned.

## Minku

This area is also home to another Minku. Make sure you wait for it to appear, because you may not want to return to this area after you've cleared it.

Climb up the dirt wall until you reach yet another air fan; however, this one isn't functioning. Use Lumina to swipe the large switch along the back wall to turn on the power for this portion of the Mine. The fan will carry you over to the upper ledge on the left.



In the next area, you'll discover that you're getting closer to the giant ant colony. There are loads of them wandering the walkways and, unfortunately, there aren't any Gondolas around to smash them with. Simply avoid the red NeedlAnts, and continue along the path leading to the left. You must

time your jumps over the gaps so that the NeedlAnts along the walls won't hit you. Note that you can kill the purple GiAnts; however, watch out for the green acid that they spit out because it causes some real damage.



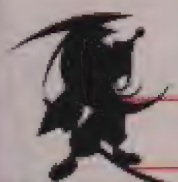
Here are a few odd things you might enjoy. Musashi can assimilate the **Depress** ability from the red, spiny **NeedlAnts**. At first, this ability may be worthless because it slows Musashi's pace, but take a closer look. When Musashi nears the purple **GiAnts**, they won't attack. You can also assimilate the **Acid** ability from purple **GiAnts**. Acid is the only thing that can kill spiny **NeedlAnts**. It also proves useful against ground crawlers, like **Cure Worms** and **Maggots**.

At the dead end, you must double jump around the corner to reach the continuing section of the walkway. To safely get through this tricky area, double jump from the very edge while making sure that you press against the wall. This takes you to another dead end in the walkway that also has a jutting pole for Musashi to swing from.



There's another **Bincho Field** in this section of the walkway, this one containing **Conductor Scores (Conductor)**. After you free him, continue to the left. At the next dead end, double jump around the corner, and then continue. When you arrive at the next dead end, you must grab onto the jutting pole and time your jump to the next pole to avoid getting knocked off by the ants. The exit looms just a bit further to the left.

There's a **Bincho Field** containing **Knight Rumparoni (KnightD)** in the next room. After setting him free, use your **Wind Scroll** ability to burrow a hole into the center of the room. Take this newly created path to the area where you picked up the **Baton**. This time, however, you must make your way to the lower right-hand exit. Carefully use the newly activated elevator platforms to reach the lower level of the room.





This room also contains another long, wooden walkway leading to the right. Avoid the **Toad Stools**, and make sure you double jump across the large gaps in the walkway. You'll eventually find a mine cart, plus you're given the option of riding in it. Choose to take a spin, and prepare for one wild ride!

You can move the mine cart side to side by pressing Right and Left on the D-pad (or Analog). Musashi can



move into five different positions during the ride. The objective here is to move the cart so as to avoid the obstacles scattered along three different sections of the tunnel. You can only hit an obstacle three times before the mine cart busts, which causes you to restart. The bonus is that if you crash in the second or third section of the Mine, you only have to start over from the beginning of that specific section.

Dual  
Shock  
Users

*I found it easier to use the D-pad to control the cart, because it provided more precise control of the cart.*

The third section of the tunnel is insanely tough, but keep the following in mind: When you crash into an object, you become temporarily invincible and you may be able to pass through the next object without incurring an extra hit. This will probably prove to be the factor that saves you and allows you passage to the next area.

After a successful trek through the tunnel, you'll crash-land in an area filled with goodies. Grab all the Heart Tablets, Bincholon (BP), Herbs and coins in the small room, and then use the Memory Box to save your progress. When you're ready to go, use the **Wind Scroll** ability to drill a hole into the center of the floor, and prepare to meet the next Crest Guardian!





# CREST GUARDIAN: QUEEN ANT



Once you land on the Queen Ant's belly, there's no going back. She's definitely the toughest Boss you've met thus far, with an arsenal of attacks.



The fighting area is somewhat limited and you are restricted to running around on her belly. Avoid getting near her tail, unless you have the Wind Scroll in effect, because the pink clouds will damage and poison Musashi. The fighting area is somewhat limited and you are restricted to running around on her belly. Avoid getting near her tail, unless you have the Wind Scroll in effect, because the pink clouds will damage and poison Musashi. The Queen Ant's core is

lodged in her tail, meaning that you must attack it to cause any permanent damage. The core only appears occasionally during the battle, so avoid the tail at all other times. You even take damage if you fall off of the Queen Ant's belly.

The Queen Ant's main attacks consist of Belly Spikes, Acid Rain, and a Single Claw Sweep. When a section of the Boss' body starts to quiver, you'll know that she's attempting to spike Musashi. Quickly hop to a stable section, and prepare for a follow-up attack.

She'll then usually launch the Acid Rain attack, which you can dodge by standing between the balls of falling acid. This is





typically followed by her **Single Claw Sweep**. Double jump over the claw, and she'll lay her head down on her stomach. Take this opportunity to swipe her eye with Lumina.

When you hit this Boss, she goes into a frenzy and either attempts to grab Musashi with her two cupped claws or she unleashes a nasty **Maggot Burst** from her tail. Avoid the claw grab at all costs by double jumping out of the



way. If you get snagged, she'll inflict maximum damage, plus you'll get trapped for a long period of time. You can decrease the amount of time she holds onto Musashi by repeatedly pounding the **Attack** and **Jump** buttons on your controller. The Maggots are more of a nuisance than a real threat, but they do serve a useful purpose. When killed, they sometimes drop **Herbs**.

After an occasional hit, the Boss will temporarily expose her core, which is imbedded in her tail. Quickly charge the Gauge Bar and use the **Wind Scroll** ability to fan away the poisonous fog and smash the core.

You must repeat this maneuver three times to kill the Queen Ant. This Boss even throws in a different attack pattern from time to time. For example, a few of her other random attacks include the **Whirlwind** and **Belly Sores**. If she starts to flap her wings, walk toward her head, preferably using the **Wind Scroll** ability. If you do anything but this, you'll get blown off her belly. The **Belly Sores** only occur when you use the **Wind Scroll** ability on one section of her tummy for too long, causing some oozing goo to emerge.





This is definitely a long fight, but if you have an **S-Revive**, some **Antidotes** and several **EX-Drinks** in your inventory, you'll survive.

After depleting all of the Queen Ant's health, she explodes into conveniently sliced tidbits! After picking up the Queen Ant's core, use the **Wind Scroll** on the **Wind Crest** in the center of the floor. Now it's time for the sixth and final chapter.







# Chapter Six:

## *Sword of Luminescence*

BRAVE FENCER™

**MUSASHI™**



When you awake from your journeys through the Upper Mine, you'll find yourself in the Dead End section of Somnolent Forest. Jon and Leno are also there to provide some helpful information. After taking Jon's note, they both take off, wishing you luck on the tough search for the **Sky Crest**. Return to the village.

### Kojiro Doll

*Speak with Farmer Lacter in Grillin' Village before you trudge off to Steamwood Forest. He'll give you a **Kojiro doll** that his wife bought for you. This action figure isn't available at the toy store, so it's a rare find!*



## Getting the Sky Scroll



When you return to the village, talk to everyone and stock up on the best items at the Grocery. You should also visit everyone at the palace to learn all the techniques and collect the rewards from the rescued palace members. The most important person to talk to is **Farmer McRice** in Grillin' Village. He tells you that every **Sky Day** it mysteriously rains in Steamwood Forest in the morning. This is the information that you need.





## Stocking Up

*Where you're going you won't need money, so don't be afraid to buy the very best items. Also, you'll no longer need Antidotes and Mints, so fill your inventory with EX-Drinks and sell everything else.*

Sky Day is actually Friday and it will rain from 7am to 12pm. After ensuring that Musashi is well rested, head to Steamwood Forest, take the walkway leading to the upper right, and hop onto the gray pipe leading to the left-hand side of the walkway.

Activate the **Earth Crest** (if you haven't already), and then climb the mountainside until you reach the top ledge. Make your way into the center of the clearing, and activate the **Wind Crest**. If the conditions are right (it's Sky day *and* it's raining), you'll be transported to a completely new world.

## Missing Minku

*In case you missed this Minku earlier, there's one near the Wind Crest. Make sure you pick it up before activating the Wind Crest. If you miss Sky Day, you can always return the following week.*



## Mother Minku

*Once you have all 13 Minkus, speak with Shepherd Beefalo at the Palace. He mentions that there's something called a Mother Minku roaming the land, and she's rather unhappy. Head to Meandering Forest and in the first area, you'll see the Mother of all Minkus! After attacking her and causing enough damage, she explodes into some health and BP power-ups, as well as Drans. Defeating her also enables you to buy the Mom Minku action figure from the Toy Shop.*





## Kurt's Revenge

*If you saved each of the 35 palace members, stop by the Toy Shop and pick up the Fillet action figure. She won't be available unless you rescue each palace member.*



Once you land on the platform in the sky, you'll need to activate the three **Earth Scroll** platforms surrounding the short tower. To do so, activate the Water Scroll ability (just in case you miss the jump), and then double jump from the circular pathway onto one of the inner platforms. Activate the Earth Scroll ability, and use it to pound down each platform twice. After doing so, a door opens above the small water ramp in the tower. Use the Water Scroll ability to run up the ramp and enter the tower.

This takes you to the second level of the tower. Hop from the empty platform on which you appear to the outer walkway. Equip the Fire Scroll, and double jump onto the inner platforms. Stand in front of each of the unlit torches on each platform, and use the Fire Scroll ability to light them.

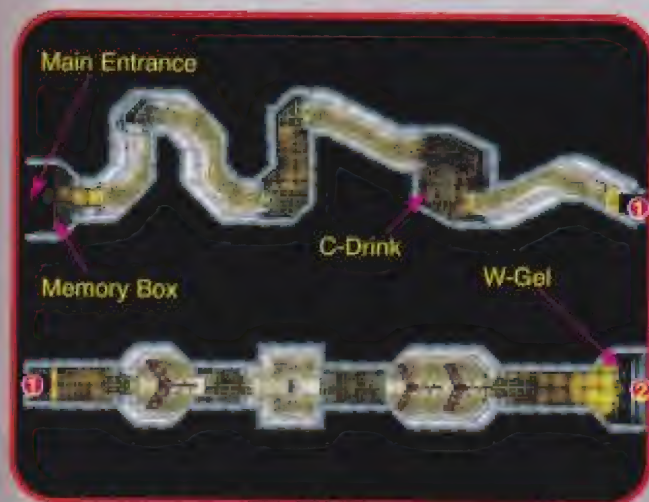
With each torch lit, Musashi gets carried to the top of the tower. Pick up the **Sky Scroll** from the wall to acquire a new skill. At this point, **Colonel Capricciola** will cut your accomplishment short, prompting you to enter the last stage of the game: *Thirstquencher Empire's Soda Fountain!*









## Soda Fountain: Part One





When you first enter, save your game by using the Memory Box near the front door. The next set of areas consists of long corridors lined with electrical wiring and carpeted with lethal sludge. To get through this area, use Musashi's new Sky Scroll ability to jump, hover, and glide through the corridors. To accomplish this, charge the Gauge Bar, and then press the  button. Press and hold down the  button to jump and hover, and then use the D-pad (or Analog) to direct your glide.

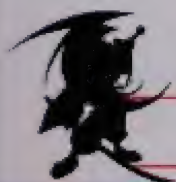


After navigating a few of these areas, you'll come across a similar spot, however, now there are spiked turnstiles in the center of the corridor. Time your glide so that you can pass to either side of the spiked turnstiles and you'll be fine. Make sure you pick up the **C-Drink** from the treasure chest on one of the safe platforms to heal any damage.

There are two ways to get through the large, spiked tunnel. Before you go, you can choose to pick up the **W-Gel** in the chest to your left or ignore it and continue through the tunnel. You can hover through and land in the safe areas, or you can simply run, jump, and double jump across the spikes and holes. Ignore the enemies in this area, because they are tough to beat and can't be assimilated. When you reach the end of the tunnel, continue through the door.

### Out of Space

*If you run through the tunnel, you'll need to master side jumps. Sometimes you'll run out of "safe space" while running past spikes. In this case, you can almost always double jump across the oncoming spikes (or pits for that matter), and land in a clearing.*





# BEN



*Ben is strong, but his pattern is easy to predict. You have a long road ahead of you, so be stingy with your healing items even if Ben gets in a few good hits. He starts the fight by tossing some bombs onto the ground. You can avoid these by using the Sky Scroll to float until the bombs detonate. You can also stand slightly off-center (a bomb always lands in the center of the room) until Ben throws all of the bombs. There will always be a clearing near the center bomb. Because the center bomb is always the last to explode, you can stay near it until most of the other bombs are gone. When you see a safe spot, run into the safe area to avoid the center bomb's blast.*

*After each bomb explodes, Ben lands and throws three shurikens at you. To avoid them, you can dodge them by standing between them or double jumping over them. After throwing the shurikens, Ben immediately throws three axes. Carefully double jump each of them, but start to head towards him.*



*Now you have a choice. You can immediately counterattack Ben, however, doing so causes him to counter-attack with a lunging swipe of his weapon. This is easily avoided by quickly double jumping out of the way, but it is risky. It's safer to double jump into the air and use the Rumparoni-SP (press the  $\Delta$  button during a double jump) to attack him. You should hit him just as his propeller blade rises out of his backpack. As long*

*as the propeller is on its way up, BEN WON'T COUNTERATTACK! This fight can take a long time, but with what lies ahead, it's better to be safe than sorry.*

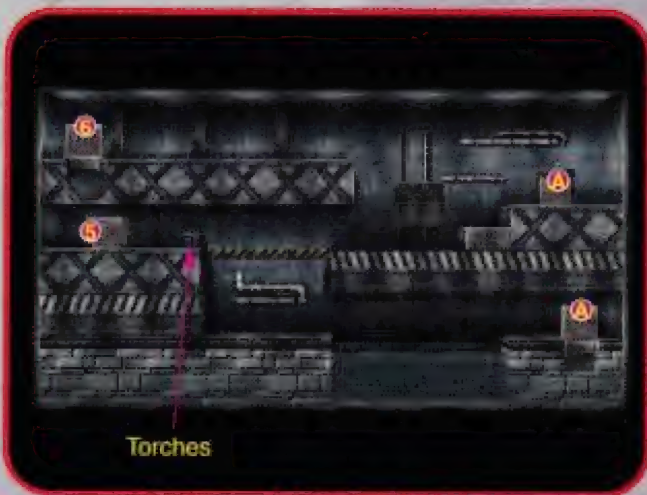
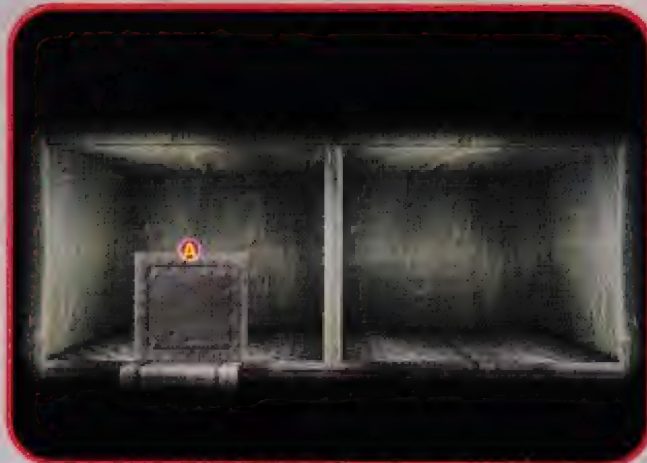
*With Ben defeated, continue through the doorway at the top of the room and save your game to a Memory Card.*



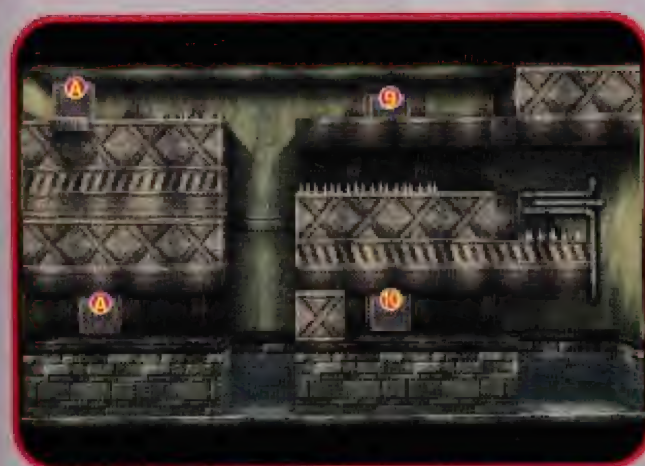




## Soda Fountain: Part Two





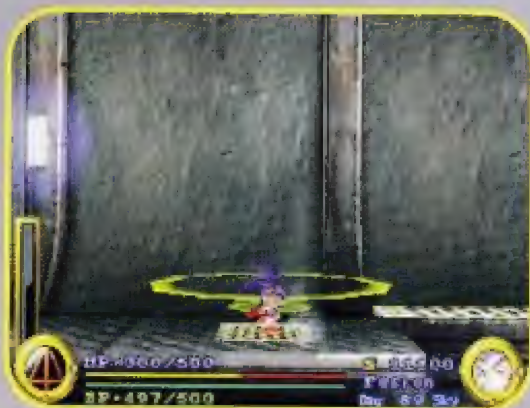


After saving your game, you'll enter a new area. Walk through the center of the first room until you see a flash, and then exit through the same door you came in through.

Exiting this area takes you to the beginning of a huge maze with lots of doors and puzzles. Basically, you must find the correct path through the maze by choosing the correct door in each room. Choose incorrectly, and you'll be returned to the start of the maze. Remember the **Calendar** that Mayor McGovern gave you earlier? The symbols on the calendar indicate the exact path you must take to get through the maze. Unfortunately, it doesn't have any clues on how to thwart the various puzzles throughout.







The first room is simple. Head to the far right and enter the door with the **Earth Crest** on it.

In the second room, equip the Earth Scroll and stomp on the yellow and black switch before the pit to the right. This triggers a platform that covers the pit, enabling you

to cross. Ignore the next door and stomp on a second yellow and black switch four times to open a path to the right. Cross the yellow and black platform, and enter the door with the circles on it.



The third room requires the use of the Sky Scroll. Use its ability to safely hover over the spikes. The correct exit is well hidden in this room. Using the Sky Scroll to hover over the spikes on the far right side of the room causes them to slide out of the way, revealing a door with a **"D" shaped crest**. This is the door to use.

You must put your swinging skills to the test in the fourth room. Use the poles jutting out of the wall to swing up to the higher platform. If you fall, you must take the lower exit and start from the beginning. The correct exit is the higher door on the upper right-hand side of the room with the **Fire Crest** engraving.





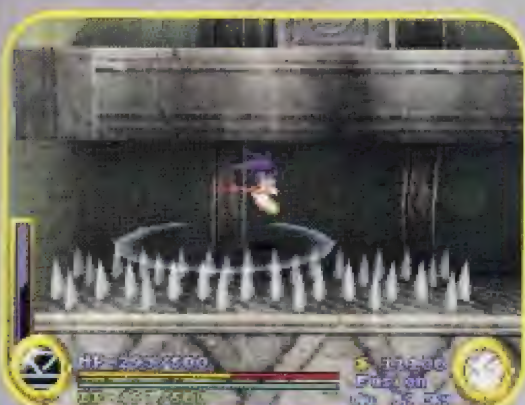


Enter the fifth room and use the Fire Scroll to light the posts next to the pit. This causes a platform to cover the pit, plus the large block across the pit begins to move. If you use the Sky Scroll to float over the pit, the large block will remain stationary, so cheating won't work here. Hop onto the large block, and use it to reach the higher platform to the left. Here you'll find a door with a **Water Crest** engraving—use this one.

Equip the Water Scroll upon entering the sixth room, and then use it to douse the four flames on the posts on both sides of the yellow and black platform. When the platform retracts, use the Water Scroll again and drop down. Head to the right and enter the door with the **Wind Crest** engraving.



Upon entering the seventh room, you may think you've goofed. However, simply head through the left door to appear in a new portion of the first room. Immediately activate the Wind Scroll, and use its ability to glide to the left. Jump over the gap when you reach the edge of the platform. Don't let the wind knock you off the platform; if this happens, you'll have to start over again. Exit through the door with the **Sky Crest** engraving.



The last room is tricky. Walk to the edge of the pit, and charge the Gauge Bar. Activate the Sky Scroll ability, and drop off the edge of the pit. Immediately press and hold the **X** button to stop Musashi's descent next to the spiked corridor to the right. Hover over the spikes and land. Activate the Water Scroll ability, and double jump to the right over the second set of spikes. The door to the next Boss is to the left.



# ED



Ed is basically all bark and no bite. He starts the fight by powering up and shooting a wide laser beam. You can't attack Ed while the beam is active, because a force field covers him. Avoiding the beam is a lot easier than it may seem. You can either attempt to double jump over the beam, or you can use the Water Scroll to absorb a single hit. Whichever way you choose, run circles around Ed as he powers up for the beam attack. Ed chases Musashi with the beam, and because he's a bit faster than our hero, you won't be able to outrun the attack the entire time. Instead, wait for the beam to get near Musashi, and then double jump back across it and run the opposite direction. If you want to use a water bubble instead, activate the Water Scroll before Ed begins firing, and start running circles around him. Wait until the water bubble is about to disappear, and then cut through the beam and head the opposite direction. By the time Ed adjusts his aiming, he won't be able to catch up to Musashi.



After the beam attack, Ed will be exhausted and drops his guard. Run up next to him, and quickly hit him with the Crosswise Cut (□, △). This causes Ed to pop in and out around the arena. Twice

he'll drop fire bombs that explode into large fire balls. These aren't tough to dodge, just get between them or double jump over them. During this time, you should begin to charge the Water Scroll again to prepare for the beam attack. After dodging the fireballs, start to run around Ed again and repeat the strategy you used before.



This is definitely one of the easiest fights of the last chapter, so make sure you take advantage of it and avoid using too many healing items.

Once Ed is history, hop onto the silver plate to get carried up to the next part of Soda Fountain. Save your game to the Memory Card, and prepare for a tough fight.







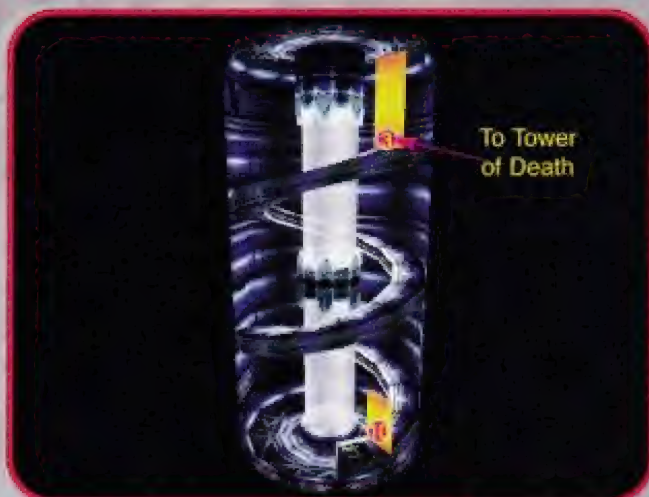
## Soda Fountain: Part Three





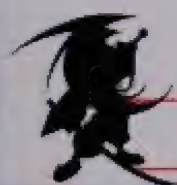


When you reach the next level you'll find yourself in a series of elaborate courtyards and gardens. The problem here is that these areas are crawling with new, powerful enemies. The good thing is you can assimilate new abilities from these enemies.



## Power Tools

There are two abilities worth having here. The **3-Way** ability can be assimilated from a **Blue Bincholid Soldier**, while the **Homing** ability can be assimilated from an **Orange Bincholid Soldier**. Both are powerful attack abilities, each with their own advantages. I suggest **Homing** over **3-Way**, because it's nice to have the ability to move while still attacking.





Head to the top of the screen through the courtyard. You can destroy the statues for extra health and BP power-ups. When you reach the security gates, keep moving while trying to destroy them. There are two laser turrets on each gate door that will target you with a beam, and then fire a damaging ray at the spot they target. As long as you keep moving, they won't hurt you. It's best to destroy the gate quickly to avoid taking too much damage.

## Two at a Time

*If you're going to attack the security gates with Lumina, stand right in the middle. By doing so, you can hit both gates with a single swipe. Now would be a good time to perfect the combination technique learned from Knight Chucks, the **Desperado Attack** (□, △, □, △).*

In the second courtyard, head to the left to find the next security gate. Repeat the strategy for destroying the gate, while avoiding the countless enemies on the prowl. When you successfully destroy the gate, head into the next area.

You'll emerge in a garden maze. The only difficult part of getting through this area is avoiding the relentless enemies. A new **Red Bincholoid Soldier** will make its first appearance in this area, but they're easy to outrun. Just avoid walking close to them even when they're on the opposite side of a wall, because on occasion they shove their swords through the walls. Also, pick up the **EX-Drink** from the treasure chest as well as the assorted goodies throughout the maze.



Once you make it through the maze, you'll enter another courtyard. This time, there are laser turrets in some of the trees as well as a trip laser that you must double jump over. Find the gate in the upper-left corner, and destroy it to continue into the next courtyard. Watch out for the tracking lasers. You can destroy the beam generators on both sides of the fence, but they are somewhat beneficial at first because they can also damage your enemies.



In the next courtyard, the statues will target you as well, causing pure mayhem! Take out the statues to earn some much needed power-ups. Destroy the security gate at the top of the screen, and continue straight ahead. You must fight your way through two more security gates before reaching a scaleable wall.



Quickly climb up the wall. A laser turret at the top will target you about halfway up, so be quick or you'll take some damage. First, destroy the four laser turrets one at a time and ignore the fountain in the center. After doing so, destroy the fountain, which turns into an elevator and transports two fire spewing **Big Walkers** to the surface. Kill them both, and hop onto the elevator to descend deep within the mountain.

Now you must cross a perilous bridge. The quickest way across is to activate the **Sky Scroll** ability, and hover to the far side towards a bridge that connects the two sides of the room. Land on the bridge, destroy the enemy there, and activate the **Sky Scroll** ability to reach the far side of the room. If you happen to fall onto one of the skinny pathways below, you must double jump between the three walkways to make it to the far side, while avoiding the steam geysers and enemies. When you reach the opposite end, use the steel poles on the far wall to swing up to the higher platform.



Destroy the steel door to enter a room full of destructible equipment and computers. Inside them, you'll find HP and BP power-ups and a few enemies. Climb the stairs beyond the equipment, and destroy a second steel door.







The elevator at the end of the next area won't activate until you destroy the cone-shaped mechanism in the circular platform. Stepping onto the circular platform activates the large mechanism in the center. Avoid the lasers by double jumping each pass, and avoid the dropping bombs by dodging their shadows on the ground. You can either use a projectile ability (assimilated from one of the enemies), or the Fire Scroll ability to shoot the black panel on the front of the mechanism. Once it's destroyed, go to your left to take the elevator up to yet another steel door.

When you pass through the steel door, you'll encounter the stylish Leader Force's, Topo.

## TOPO

*Musashi minds his manners in this fight, choosing to participate in more of a dance competition than an actual fight. After all, Musashi isn't into hitting girls.*

*Using the symbol buttons matching those on your controller, Topo will begin by performing a button pattern dance set to music. When she finishes, she'll start the pattern over, however, this time you*



*must keep up as well. If you press the wrong button or if you're too slow, Topo will turn on the small fans on the wall, which will blow you back into an electric field. The damage is minimal (around 36 HP), but can really add up so make sure you pay attention to the button patterns. There are a total of three songs that you must complete in order to defeat Topo.*






Song #1: □ △ ○ × □ △ × ○ □ △ ○ × □ △ ○ × □

Song #2: × ○ △ □ × ○ △ ○ × ○ △ □ × × ○ ○ □

Song #3: × △ ○ □ × △ ○ × × △ ○ □ × × △ △ □

After successfully completing the last song, you get to continue your quest so hop onto the elevator. When you reach the next level, pick up the two C-Drinks from the treasure chests and head through the top doorway. After saving your game, you'll emerge on a long spiral path.

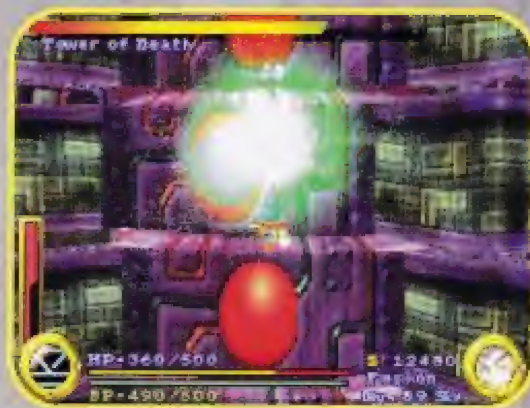
Capricciola then reappears and teases Musashi by running off with the Princess in tow. Head up the spiral staircase, and make your way through the warp portal at the top.



## CREST GUARDIAN: TOWER OF DEATH

When you emerge in the new area, Musashi's Sky Scroll will mysteriously activate itself automatically. Prepare to duel with the strangest and toughest Boss yet!

The Tower of Death has several attacks that it cycles through. The first attack isn't necessarily an "attack," but you must avoid the spinning walls that encircle the tower. Your objective is to locate the blue "eye" that appears randomly on different sections of the Tower's trunk. You can move up and down by pressing the × button to elevate higher. When you stop pressing the × button, you'll drop down towards the floor. Use this time to find the location of the blue "eye;" when you find it, whack it with Lumina to take some health from the Tower's Energy Gauge.





After inflicting some damage, the Tower changes shape and starts to emit electric beams from some of its protruding walls. You can avoid them by floating in the same direction as the walls, and dropping down levels when you're in the clear. Locate the blue "eye" again, and hit it to whittle away at the Tower's Energy Gauge.



After hitting the blue "eye" a few more times, the Tower changes its attack pattern. This time, you must avoid the large white laser beams that emit from random eyes around the Tower. When an eye opens, watch out! Drop down or glide higher to avoid the beams, and watch for the blue "eye."



Once again, after causing a substantial amount of damage, the Tower will begin to shift gears and switch between attacks more frequently. Now its newest attack consists of large red fields that emit from its open eyes. Don't get trapped by these! If you take too much damage from them, they can confuse Musashi and reverse the controls of the game. Find a high spot where you can see at least five eyes, and when they open go to the one that's shut. If they're all open, quickly drop down (release the  $\times$  button) and try to find a closed eye. If you can stay in front of a closed eye long enough, you can avoid taking damage. Continue to dodge while making sure to always watch for the passing blue "eye." The locations of the blue "eye" are random, and it will turn back into a regular eye if you don't hit it on the first pass.

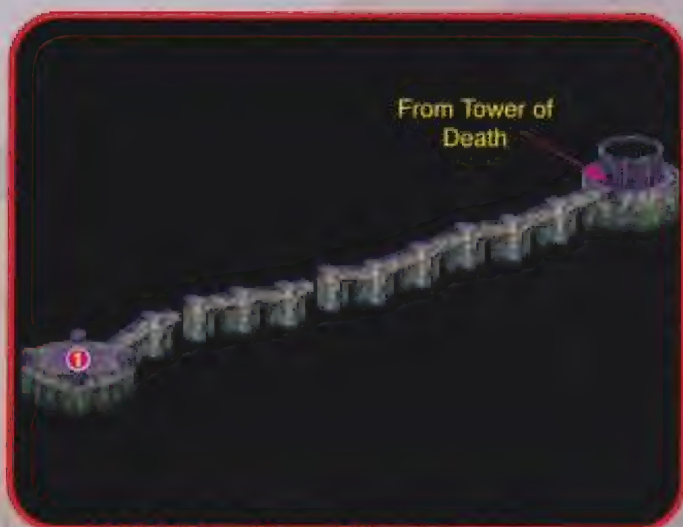


Make it through this fight, and Musashi gets completely healed. When the fight ends, collect the blue crystal core, and hop onto the Sky Crest in the center of the floor. At this point, some old pals and the Princess will greet you. To avoid spoiling any of the surprises that follow in the plot, let's move on to the next part of the game.





# DARK LUMINA: PART ONE





Once Dark Lumina takes shape, the objective is to outrun it. Head left across the walkways, and double jump whenever you reach a high platform. It's not too difficult to stay ahead of this Boss, but if you fall behind and miss a jump, the game will end. But don't worry, the game will start over from the spot where the chase begins.



When you finally reach the center platform, you'll run into your arch-nemesis. After some small talk, Dark Lumina absorbs your enemy, knocks the Princess into orbit, and then resumes the chase. Just follow the path and don't slow down. At the base of the tower, use double

jumps to cross the small ledges. Try to get into a rhythm, and tap the  $\times$  button a second time to double jump only when you reach the maximum height of your first jump.



After scrambling up the tower, you'll finally meet up with the Princess again. She urges you on to face the second form of Dark Lumina, which awaits above.





# Dark Lumina: Part Two

You must remember a few things before confronting this part of Dark Lumina: 1. Always stay to the Boss' left side (which is to your right); 2. Never linger behind the Boss; 3. Work up a fighting rhythm.

Dark Lumina's second form has some very distinct patterns. The Boss will make a lunge for you if you're far enough away, after which it



will attempt to grab you with its right hand. If it grabs you, the Boss will toss you onto the ground for about 13 HP of damage, also most likely causing you to slide off the platform for additional damage. It also has a tail swipe that can cause serious damage, but it typically only uses this attack if you stand close to the Boss for a long time or too long after its grabbing attack.

How do you defeat Dark Lumina? There are two ways you can make your assault. One is to put enough distance between Musashi and Dark Lumina so that it makes a run for you. Once it begins its charge, immediately jump to the right so that you land on the outside of its left foot. After making its lunge, you'll have a brief moment to charge up your Sky Scroll ability, and then float in from his left side across the front, swipe at the gem on its head, and



then land and RUN! While the Boss recovers from this hit, you'll have time to run across the large platform and begin the pattern over again.





Another option is to stay to Dark Lumina's left, and taunt it into trying to grab Musashi. When it misses, jump close to the crystal and smack it with Lumina. Then run away and repeat. If you're really good, you can smack the crystal, and immediately jump from where you are standing to smack the crystal again. This is tricky and not really recommended, but it makes the fight go much quicker.

Each time you swipe the gem in Dark Lumina's forehead, it changes colors. When it changes in color from pink to red, you'll need to hit the Boss once more.



After hitting the crystal four times, the Boss does one of two things. It will either jump in the air, and then crash down to unleash two powerful fire shockwaves; or, it will spit out several homing fireballs. Both attacks are easy to dodge. If the camera shifts above the Boss, this indicates it's



about to release the shockwaves. Put a little distance between Musashi and the Boss, so you'll have time to react. Double jump over both shockwaves, and then close the distance and give the Boss' core a good smack with Lumina. Dodging the fireballs is easier. Stand next to the Boss' left foot, because when the fireballs curl around, they will miss Musashi. Then quickly run around to the Boss' front and smash the core with Lumina.


When you've managed to deplete Dark Lumina's Energy Gauge, you'll move on to the last and final boss—Dark Lumina: Finale.



# Dark Lumina:

## Finale

*After defeating the second form of Dark Lumina, the Boss makes its final transformation. With an Energy Gauge that spans the length of the screen and possessing every elemental power as a weapon, the only way that you can defeat this Boss is by using Fusion to assimilate it between attacks when it returns to its normal white color. Otherwise, when it is another color, you can't damage it. Its attack pattern is easily distinguishable by the color it turns.*

*This Boss' first attack is Fire. Keep moving around the platform, avoiding the raining fireballs, but slowly and carefully head towards Dark Lumina. When the attack ends, make sure you charge Fusion; when it connects with the Boss, start tapping the  button. When the Gauge Bar fills, Dark Lumina will turn into a small orb. Strike it with Lumina to cause some permanent damage to its Energy Gauge. This is the attack pattern that you'll want to follow throughout the fight.*

*Dark Lumina's attacks will inflict heavy damage, however, they are fairly easy to avoid if you're quick and calm.*

*Here's a list of Dark Lumina's attacks.*

### **Red**

### **Fire Rain**

*The Fire Rain attack is easy to dodge; watch the ground for shadows and avoid standing under one. Charge Fusion while dodging the flames so you're ready to counterattack the Boss when it turns white.*





**Purple****Sword Waves**

*Dodging the Sword Waves requires precise double jumps. Dodge the first by double jumping to the side; avoid the two that follow by simply double jumping toward the Boss or to either side.*

**Green****Hurricane Wings**

*Dark Lumina's Hurricane Wings don't attack Musashi directly. Rather, they attempt to blow him off the tower's edge. Quickly activate the Wind Scroll, and use its ability to cut through the wind. Don't spin into the Boss!*

**Light Blue****Dark Clones**

*This attack is much harder to dodge than the other attacks. When Dark Lumina splits into five identical forms, they will begin to rush you separately in straight lines through the center of their surrounding circle. Anticipate each clone's line of attack, and avoid it by repeatedly double jumping to the side.*

**Yellow****Fire Shockwaves**

*This attack resembles the second form's Fire Shockwaves. Dark Lumina creates three separate shockwaves; dodge them all by double jumping over them. If Musashi gets hit, he'll most likely be sent flying off the platform for additional damage.*

**Dark Blue****Big Rain**


*The Big Rain attack is much harder to dodge than Fire Rain. When the large drops hit the ground, they split into several smaller drops. Get as far away from the shadow of each large drop as possible to avoid damage.*

*During each attack, don't lose sight of Dark Lumina. It only rests between attacks for a VERY brief moment, which is your only chance to counterattack. Quickly charge Fusion, and toss it into the Boss while it's still white. Then assimilate the Boss to make it turn into a small orb. Rush up and deliver a crushing blow to the orb with Lumina, and then run away. The Boss will attempt to suck Musashi in, but as long as he's running in the opposite direction the Boss won't get the opportunity. It will take several hits to crush Dark Lumina's orb once and for all. This last fight is by far the toughest in the game, so hopefully you've saved some of your healing items to help you out.*






## Special Reward

Watch the credits all the way through, and when the Squaresoft logo appears press the  button to save your game. You can use this new save to restart the game and discover yet more secrets!







# Game Secrets







## Secrets

### Minku Locations

Throughout the game, you'll run into harmless, nocturnal creatures called **Minkus**. When you see one, try to catch it. When you successfully grab one, Musashi automatically throws it into the air, prompting a **Longevity Berry** to drop from its mouth. These berries fully replenish Musashi's HP, and permanently increases his maximum HP by 25 points!



You can only find Minkus between the hours of **10pm and 5am**. If you arrive before or after this time frame, you'll find a small pink object marking the Minku's hiding spot. There are a total of 13 Minkus, plus there's a **Mother Minku** that appears after you've captured all 13 of her offspring. The list below details where to find each of the Minkus.

#### Catching Minkus

*You don't need to capture the Minkus in any particular order. It's up to you to determine when to capture them.*

**Area:** Grillin' Village  
**Location:** Near tree to the left of Twinpeak Mountain entrance and Steamwood Administration  
**Requirement:** None



**Area:** Grillin' Village  
**Location:** On the cliff above the Gondola Lift, near the ventilation shaft (Upper Mine)  
**Requirement:** L-Brace



**Area:** Grillin' Reservoir  
**Location:** In a recess in the cave walls near the Church Bell  
**Requirement:** Water Scroll





**Area:** Somnolent Forest  
**Location:** Through a hidden path in the trees above the wooden sign that points to Steamwood Forest and Meandering Forest  
**Requirement:** None



**Area:** Somnolent Forest  
**Location:** In a small clearing above the stream that passes through the forest, between the two wooden bridges  
**Requirement:** Water Scroll



**Area:** Somnolent Forest  
**Location:** At the foot of the Wind Scroll statue  
**Requirement:** Fire Scroll



**Area:** Steamwood Forest  
**Location:** Near the Wind Crest on a cliff above the Earth Crest  
**Requirement:** Earth Scroll



**Area:** Twinpeak Mountain  
**Location:** On a high ledge to the left of the area where you have the climbing competition with Rootrick  
**Requirement:** Free Jon



**Area:** Twinpeak Mountain  
**Location:** On a small ledge across the river from the area with the three poles, and south of the climbing competition area  
**Requirement:** Water Scroll



**Area:** Hell's Valley  
**Location:** In the canyon where you fight the Crest Guardian: Skullpion  
**Requirement:** Defeated Skullpion; only after Chapter Two





**Area:** Underground Lake  
**Location:** On a small ledge along the perimeter of the underground lake where the Misteria Flower is located  
**Requirement:** Mine Key



**Area:** Upper Binchotite Mine  
**Location:** Down the left-hand tunnel from the entry point with the dead giant ant  
**Requirement:** Entrance to Upper Mine



**Area:** Upper Binchotite Mine  
**Location:** Below the inactive fan just after the windy tunnel  
**Requirement:** Entrance to Upper Mine



## Mother Minku

After collecting all 13 Minkus, visit **Shepherd Beefalo** in the palace. He tells you that he's heard of a Mother Minku roaming the world. Now head to the first area of the Meadering Forest to encounter the Mother Minku.

Don't Underestimate Them

*These creatures are QUICK!  
 Be patient when chasing down a Minku, and try to corner it as much as possible*



Start a battle with her, but be warned that she is tough. Avoid her stomp by jumping away from her shadow, and dodge her spin attack. After causing enough damage, she explodes into a pile of **Heart Tablets**, **Drans**, and **Bincholons**. You can also return to the Toy Store and buy an action figure of the Mother Minku.

## Rescue List

At the beginning of the second chapter, you are greeted by Steward Ribson and Butler Livers. They ask Musashi to rescue 35 different palace members, who have been kidnapped by the Thirstquencher Empire and entrapped in Bincho Fields.





You'll recognize Bincho Fields as green, glowing, crystal-shaped objects. To release a palace member from a Bincho Field, use Lumina to break it. In return, your BP meter gets completely replenished, plus your max BP limit is increased by 5.

In many cases, the palace members that you rescue will also benefit you in other ways. You can visit the people that you rescue when you return to the palace. Make sure you always check in with them to learn different techniques, receive useful information, or to make use of valuable services. The following is a list of the palace members and where to find them.



**Name:** Steward Ribson  
**Alias:** Steward  
**B.F. Location:** N/A

Steward Ribson is one of the five remaining palace employees. He'll update you on how many people have been rescued.

**Name:** Butler Livers  
**Alias:** Butler  
**B.F. Location:** N/A

Butler Livers is also one of the five remaining palace employees. He serves no purpose in the game.

**Name:** Clown Weinee  
**Alias:** Clown  
**B.F. Location:** N/A

Clown Weinee is another of the five remaining palace employees. He will teach you the **Shish Kebab** technique (use the  button to pick up and throw an enemy, and then press the  button again to stab the falling enemy). He won't teach you the technique until you've saved **Acrobat Sausages** and have an **Orange** in your inventory.

**Name:** Scribe Shanky  
**Alias:** Scribe  
**B.F. Location:** N/A

Scribe Shanky is one of the five remaining palace employees. He will read books to you in the palace Library, which contains useful information regarding Allucaneer Kingdom among other things. He can read you more once you've saved **Librarian Brisketta**.

**Name:** Musician Beef-Clef  
**Alias:** Musician A  
**B.F. Location:** N/A

Musician Beef-Clef is one of the five remaining palace employees. He helps provide the background music while you're "visiting" your friends. The background music will build as you save additional orchestra members.

**Name:** Hawker Steakwood  
**Alias:** Hawker  
**B.F. Location:** Dead End

Hawker Steakwood is located in the Dead End portion of Somnolent Forest just outside of the village. He'll provide general information about capturing Minkus and obtaining Longevity Berries.

**Name:** Guard Lumpwood  
**Alias:** Guard  
**B.F. Location:** Somnolent Forest


You can find Guard Lumpwood in Somnolent Forest just past the circular pond near the south entrance to Somnolent Forest. Once saved, he will relieve Macho of the duty of guarding Twinpeak Mountain, enabling you easy access to the area.

**Name:** Seer Bevealy  
**Alias:** Seer  
**B.F. Location:** Somnolent Forest

Seer Bevealy is located on top of a rock formation near the thorny bushes just before Meandering Forest. You must use the Hopper's **Hop** ability to climb the steep slope. She will give you clues as to the location of the Five Scrolls and other Bincho Field prisoners.



**Name:** Maid Loinette  
**Alias:** Maid  
**B.F. Location:** Somnolent Forest

You can find Maid Loinette on the other side of the steam pipe arch near the south entrance to Somnolent Forest. You must fix Steamwood once before you can reach her. She'll teach you the **Dashing Pierce** technique (press  while sprinting).

**Name:** Mercenary Meitlofe  
**Alias:** Mercen C  
**B.F. Location:** Twinpeak Mountain

Mercenary Meitlofe is trapped at the end of the path along the edge of Twinpeak Mountain. He'll help you open Hell's Valley and fight Skullpion, along with three other Bincho Field captives. He'll also provide a clue to help you locate the Thieves' Hideout.

**Name:** Shepherd Beefalo  
**Alias:** Shepherd  
**B.F. Location:** Twinpeak Mountain

You can find Shepherd Beefalo below the suspension bridge at Twinpeak Mountain. He unknowingly helps you keep track of the number of Minku you've captured. He'll also give you information on how to find the Mother Minku once you've captured all 13 Minku.

**Name:** Musician Pianissimeat  
**Alias:** Musician B  
**B.F. Location:** Steamwood Forest

Musician Pianissimeat is located near the Earth Crest in Steamwood Forest. He helps provide the background music while you "visit" your friends. Visit him to add a flute to the score.

**Name:** Carpenter Carvey  
**Alias:** Carpent A  
**B.F. Location:** Twinpeak Mountain

Carpenter Carvey is located on a small ledge that lies below a pole past the first Log. He'll assist you in opening Hell's Valley and fighting Skullpion, along with three other Bincho Field captives. He'll also help provide clues to locate the **Gondola Gizmo**, which is necessary to fix the Gondola Lift.



**Name:** Bailiff Jerky  
**Alias:** Bailiff  
**B.F. Location:** Restaurant basement

Bailiff Jerky is trapped in the Teleporter Maze within the Restaurant basement. He'll plant and harvest rice with Cook Mary-Nade. Later, they'll create **Riceballs** that you can purchase at the Grocery.

**Name:** Soldier Lardwick  
**Alias:** Soldier A  
**B.F. Location:** Twinpeak Mountain

Soldier Lardwick is trapped on a stone slab near the entrance to Twinpeak Mountain. He'll help you open Hell's Valley and fight Skullpion, along with three other Bincho Field captives.

**Name:** Knight Lardwick  
**Alias:** Knight B  
**B.F. Location:** Twinpeak Mountain

You can find Knight Lardwick on a small ledge that lies below a pole near the second Log. He'll assist you in opening Hell's Valley and fighting Skullpion, along with three other Bincho Field captives. He'll also teach you the **Crosswire Cut** technique ( ).

**Name:** Taster Salmonelli  
**Alias:** Taster  
**B.F. Location:** Restaurant basement

Taster Salmonelli is located near a set of floating blocks leading up to the Relic Keeper within the Restaurant basement. He serves no purpose in the game.





**Name:** Carpenter Cubey  
**Alias:** Carpent B  
**B.F. Location:** Restaurant basement

You can find Carpenter Cubey in the Ghost Maze within the Restaurant basement. He'll give you information about the missing **Gondola Gizmo**, and help repair the Gondola Lift.

**Name:** Weaver Dineretta  
**Alias:** Weaver  
**B.F. Location:** Twinpeak Mountain

You can find Weaver Dineretta on a small ledge across the waterfall. You must have the **L-Belt** to reach her. Double jump from the nearby pole to reach her Bincho Field. She'll turn the **L-Cloth** into either the **L-Quilt** or **L-Gloves**.

**Name:** Soldier Hanky-Flanky  
**Alias:** Soldier B  
**B.F. Location:** Restaurant basement

Soldier Hanky-Flanky is in the Fire Maze within the Restaurant basement. He serves no purpose in the game.

**Name:** Knight Brisket  
**Alias:** Knight A  
**B.F. Location:** Mine

Knight Brisket is near the conveyor belt before the Underground Lake, deep within the Mine. He'll teach you the **Tenderize** technique (□ □ ▲).

**Name:** Cook Mary-Nade  
**Alias:** Cook A  
**B.F. Location:** Underground Lake

Cook Mary-Nade is located at the foot of the island with the Misteria Flower (the Underground Lake in the Mine). She'll help Bailiff Jerky plant and harvest rice. Later, they'll create **Riceballs** that can be purchased at the Grocery.

**Name:** Acrobat Sausages  
**Alias:** Acrobat  
**B.F. Location:** Steamwood Forest

You can find Acrobat Sausages on the stone plateau to the right of the main path. Acrobat Sausages will help Clown Wienee teach you the **Shish Kebab** technique.

**Name:** Mercenary Stue  
**Alias:** Mercen B  
**B.F. Location:** Restaurant basement

Mercenary Stue is located in the Bowler Plant Maze within the Restaurant basement. She'll provide you information on how to locate the Thieves' Hideout.

**Name:** Janitor Sloppy-Joe  
**Alias:** Janitor  
**B.F. Location:** Frozen Palace

You can find Janitor Sloppy-Joe in a room beyond the blue eye door inside the Frozen Palace. He serves no purpose in the game.

**Name:** Artisan Teebone  
**Alias:** Artisan  
**B.F. Location:** Island of Dragons

Artisan Teebone is located on the beach at the Island of Dragons. He uses his skills to increase the potential damage ability of Fusion.

**Name:** Carpenter Dicey  
**Alias:** Carpent C  
**B.F. Location:** Mine

Carpenter Dicey is near the conveyor belts just before the Underground Lake deep within the Mine. He provides information on the missing **Gondola Gizmo** and helps to repair the Gondola Lift.

**Name:** Musician Al Forte  
**Alias:** Musician C  
**B.F. Location:** Frozen Palace

Musician Al Forte is in the ice block maze before the green eye inside the Frozen Palace. He helps provide the background music while you "visit" your friends. Visit him to add drums to the score.



**Name:** Knitter Lunchetta  
**Alias:** Knitter  
**B.F. Location:** Hell's Valley

Knitter Lunchetta is outside Hell's Valley just past the first set of boulders. She tells you about the existence of the L-Cloth.

**Name:** Chef Julianne  
**Alias:** Chef  
**B.F. Location:** Frozen Palace

You can find Chef Julianne on top of some crates inside the Frozen Palace. He serves no purpose in the game.

**Name:** Mercenary Potrowst  
**Alias:** Mercen A  
**B.F. Location:** Restaurant basement

You can find Mercenary Potrowst in the Bowler Plant Maze within the Restaurant basement. He provides information about how to reach the Thieves' Hideout.

**Name:** Chief Gravie  
**Alias:** Chief  
**B.F. Location:** Underground Lake

Chief Gravie is located on a small ledge along the perimeter of the Underground Lake. He serves no purpose in the game.

**Name:** Cook Chiffonade  
**Alias:** Cook B  
**B.F. Location:** Upper Mine

Cook Chiffonade is located to the left of the dead Giant below the Upper Mine's entrance. He will make **Neatballs** that can be purchased at the Grocery once you've rescued **Butcher Chops**.

**Name:** Conductor Scores  
**Alias:** Conductor  
**B.F. Location:** Upper Mine

Conductor Scores is located in the Upper Mine just after the inactive fan. He leads the other Musicians in adding to the background music while you're "visiting" your friends. Speak with him to add violins to the score.

**Name:** Butcher Chops  
**Alias:** Butcher  
**B.F. Location:** Frozen Palace

Butcher Chops is on the second floor balcony in the main entrance of the Frozen Palace. He will cut meat for Cook Chiffonade's **Neatballs**, which can later be purchased at the Grocery.

**Name:** Knight Chucks  
**Alias:** Knight C  
**B.F. Location:** Restaurant Basement

Knight Chucks is in the Ghost Maze within the Restaurant basement. He'll teach you the **Desperado** technique (□ △ □ △).

**Name:** Doctor Tung  
**Alias:** Doctor  
**B.F. Location:** Twinpeak Mountain

You can find Doctor Tung on a cliff overlooking the river at Twinpeak Mountain. To get there, you must use the alternate route during the river raft segment, or use the Water Scroll ability. He'll administer a shot that fully restores HP, BP, and cures any ailments or poison.

**Name:** Knight Rumparoni  
**Alias:** Knight D  
**B.F. Location:** Upper Mine

You can find Knight Rumparoni in a room past the Giant-ridden walkway within the Upper Mine. He'll teach you the **Rumparoni-SP** (press △ while double jumping).

**Name:** Alchemist Leantman  
**Alias:** Alchemist  
**B.F. Location:** Frozen Palace

Alchemist Leantman is on top of the first ice block maze within the Frozen Palace. He'll offer you an Alchemic Tart, which restores BP by 10.

**Name:** Librarian Brisketta  
**Alias:** Librarian  
**B.F. Location:** Restaurant basement

Librarian Brisketta is in the second room of the Fire Maze within the Restaurant basement. She translates text for Scribe Shanky to read to you in the Library.





## Action Figure Collection

Throughout the game, you can purchase different action figures from Kurt at the Toy Shop. When you encounter a new enemy and assimilate its abilities or defeat it, that enemy may appear as an action figure at the Toy Shop. Also, each time that you begin a new chapter, Kurt will open up a new "series" of toys for you to purchase.

There are six regular series of toys in all, but towards the end of the game, a new series will open up. This new series is entitled "Special," and features seven slots for action figures. You must fulfill certain requirements to unlock each "Special" action figure, and not all of them can be purchased. Below is a list of the seven figures available from the Special series and how to unlock them.



**Toy:** Fillet

**Unlocked:** Rescue all 35 Palace members



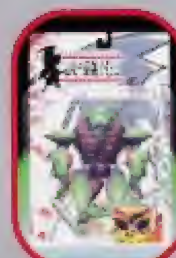
**Toy:** Kojiro

**Unlocked:** Visit Farmer Lacter (in Chapter 6) and he will give it to you



**Toy:** Mom Minku

**Unlocked:** Catch all 13 Minkus, and then defeat the Mother Minku



**Toy:** DLumina 2

**Unlocked:** Finish the game, and then reload from latest Fin save; appears randomly



**Toy:** DLumina 1

**Unlocked:** Finish the game once; and then reload from Fin save

**Toy:** DLumina 3

**Unlocked:** Finish the game; and then reload from the latest Fin save; appears randomly

**Toy:** Jon & Leno

**Unlocked:** Random availability




## Macho at Mannick's

You can play a game of cards against Macho when he is at Mannick's Restaurant at night. The game consists of guessing whether the next card picked will be higher or lower in value than the original card picked by Macho. It costs 100 Drans per game to play, and each time you make a correct guess, you'll double your winnings. However, if you choose incorrectly, you'll lose your 100 Drans and any potential winnings that have accrued. This is a great way to earn some extra Drans when you're running low.

If you manage to defeat Macho 10 times in a row within a single game, your earnings will total 102,400. If you win the 10<sup>th</sup> game, Macho will no longer play cards with you. If you reach 51,200 in earnings, it's best to take your stash and try again. If Macho loses the 10<sup>th</sup> game, you won't be able to play cards again for the rest of the game. (Not that you'd need to with 102,400 Dran!)








# *Lumina Abilities*





For most Lumina abilities, Musashi must have freed one of the Five Scrolls. To perform an ability, you must first select the proper Scroll in the "Sword" Sub Menu. Then you need to charge the Gauge Bar by pressing and holding R1, and then press the  button to activate each ability individually.

### Scroll: Norm (Normal)

Ability: Lumina Rotation (circular sweep)  
 Function #1: Extinguish some flames  
 Function #2: Break hard/large objects





### Scroll: Earth

Ability: Earthquake  
 Function #1: Moves most large boulders  
 Function #2: Stuns surrounding enemies





### Scroll: Water

Ability: Water Bubble  
 Function #1: Surrounds Musashi with a water bubble shield, enabling him to absorb a single Fire hit  
 Function #2: Walk on water  
 Function #3: Shoot water bubbles using the  or  buttons; use to extinguish flames



### Scroll: Fire

Ability: Flame  
 Function #1: Shoot flames using the  or  buttons  
 Function #2: Surrounds Musashi with a flame shield that can light torches and harm surrounding enemies



### Scroll: Wind

Ability: Cyclone  
 Function #1: Pass through strong winds and poisonous clouds  
 Function #2: Burrow holes through soft ground



### Scroll: Sky

Ability: Float  
 Function #1: Temporarily float a few feet above the ground







# ***Assimilated Abilities***








# Assimilated Abilities

By using Fusion to assimilate abilities from enemies, you can then use the acquired ability to overcome obstacles or acquire different powers.

## 3-Way

**Enemy:** Blue Bincholoid Soldier 2H  
**BP Consumption:** 5  
**Description:** Press  to shoot spreading telekinetic bullets




## Acid

**Enemy:** GiAnt (purple ant)  
**BP Consumption:** 8  
**Description:** Liquefy enemies by shooting acidic orbs; instantly kills NeedlAnts



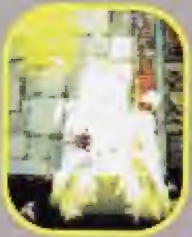
## Antidote

**Enemy:** Cure Worm  
**BP Consumption:** 6  
**Description:** Press  to neutralize poison





## B.O.

**Enemies:** Vambee, Vambee Soldier, Fire Vambee  
**BP Consumption:** 8  
**Description:** A rotten stench emits from Musashi's body; prevents Bats and Lamp Bats from attacking



## Bowl

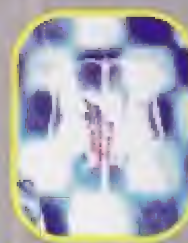
**Enemy:** Bowler  
**BP Consumption:** 10  
**Description:** Press  for indicator; press  again to bowl through cracked walls or enemies





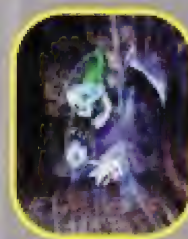
## Clone

**Enemy:** Copycat  
**BP Consumption:** 16  
**Description:** Press ○ to create clone; press ○ again to explode the clone and kill any nearby enemies



## Depress

**Enemy:** NeedlAnt (red ant)  
**BP Consumption:** 4  
**Description:** Feel temporarily blue and sad; prevents giant ants from attacking



## D-Kick (Drop Kick)

**Enemy:** Haya Wolf  
**BP Consumption:** 10  
**Description:** Powerful, flying drop kick knocks back enemies



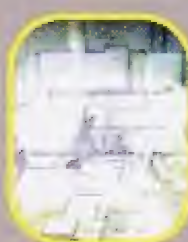
## Fence

**Enemy:** Red Bincholoid Soldier 1H  
**BP Consumption:** 8  
**Description:** Press ○ to emit a semi-homing crescent wave from Fusion



## Firefly

**Enemy:** Lamp Bat  
**BP Consumption:** 8  
**Description:** Fusion temporarily illuminates and sheds light on Musashi's path



## Grenade

**Enemy:** Green Bincholoid Soldier 4H  
**BP Consumption:** 50  
**Description:** Press ○ to throw powerful telekinetic grenades





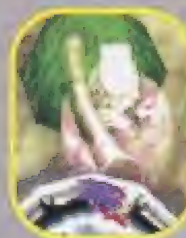
## Gunshot

Enemy: Blue Soldier 1  
BP Consumption: 4  
Description: Shoot telekinetic bullets by pressing ○



## Homing

Enemy: Orange Bincholoïd Soldier 3H  
BP Consumption: 10  
Description: Press ○ to lock onto enemy closest to you and shoot telekinetic rockets



## Hop

Enemy: Hopper  
BP Consumption: 8  
Description: Hop over thorny bushes or climb steep cliffs



## Hurl

Enemy: Slow Guy  
BP Consumption: 8  
Description: Press ○ to use a splendid throwing technique



## Javelin

Enemy: Green Soldier 3  
BP Consumption: 6  
Description: Press ○ to shoot a telekinetic javelin



## Map

Enemy: Mapper  
BP Consumption: 8  
Description: Shows map of current area in Frozen Palace





## Mint

Enemy: Herb Plant  
BP Consumption: 4  
Description: Reduces Tired percentage to 0%; Musashi is at full strength



## Perfume

Enemy: Bee Plant  
BP Consumption: 2  
Description: An aromatic barrier reduces damage received



## Rip-Off

Enemy: B-Eater (Bincho Eater)  
BP Consumption: 10  
Description: BP increases by 10 each time you receive some damage



## Satiate

Enemy: Maneater, King Maneater  
BP Consumption: 4  
Description: BP steadily increases (sleeping accelerates the rate of increase)



## Shrink

Enemy: Magician  
BP Consumption: 10  
Description: Miniaturize enemies, then step on them




## Sleepy

Enemy: Sleepie  
BP Consumption: 4  
Description: Tired increases to 100% temporarily, enabling Musashi to go undisturbed by sleeping enemies \*yawn\*





## Steel

**Enemy:** Stomp Golem  
**BP Consumption:** 24  
**Description:** Press  to become "Metal Man" and destroy special thorns



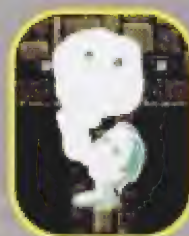
## Stun

**Enemy:** Red Soldier 1  
**BP Consumption:** 4  
**Description:** Temporarily paralyzes enemies in their tracks



## Sublime

**Enemy:** Lone Mist  
**BP Consumption:** 8  
**Description:** Your soul will leave your body, enabling you to explore your surroundings




## Toxin

**Enemy:** Toad Stool  
**BP Consumption:** 2  
**Description:** Become temporarily poisoned; gradually lose HP







# *Learned Techniques*







## Learned Techniques

During your journey through the game, Musashi can rescue different palace members from Bincho Fields. When you visit them in the palace, some of them will teach you new attack techniques. The following is a list of the techniques that you can acquire and how to perform them.

---

### SHISH KEBAB

**Button Command:**  
**Learn From:**

△ △ while throwing an enemy  
Clown Weinee & Acrobat Sausages  
(Must have an Orange in your inventory)



---

### DASHING PIERCE

**Button Command:**  
**Learn From:**

□ while dashing  
Maid Loinette (Musashi must be kicking up dust)



---

### CROSSWISE CUT

**Button Command:**  
**Learn From:**

□ △  
Knight Lardwick (Knight B)



---

### TENDERIZE

**Button Command:**  
**Learn From:**

□ □ △  
Knight Brisket (Knight A)



---

### DESPERADO ATTACK

**Button Command:**  
**Learn From:**

□ △ □ △  
Knight Chucks (Knight C)



---

### RUMPARONI-SP

**Button Command:**  
**Learn From:**

△ while double jumping  
Knight Rumparoni (Knight D)











## Item List

### Food & Such

Item Name	Description	Cost
Gel	Restores 80 HP	150/120
W-Gel	Restores 150 HP	250/200
C-Drink	Restores 250 HP and 5 BP	500/400
EX-Drink	Fully restores HP and 5 BP	800/640
S-Revive	Automatically revives Musashi and restores HP, BP, and removes Poison	3000/2400
Mint	Reduces "tiredness" by 50% and restores 5 BP	N/A 100/90
H-Mint	Reduces "tiredness" by 90% and restores 5 BP	200/160
Antidote	Removes Poison and restores 5 BP	250/200
Cheese	Restores HP and BP; the older the Cheese, the more it restores	390/310
Rye Bread	Restores 25 BP	80/50
Bagel	Restores 50 BP	120/90
Scone	Restores 80 BP	150/120
Gr-Bread	Restores 150 BP	240/210
Jam Bread	Restores 300 BP	450/420
Biscuit	Restores 100 BP; doesn't spoil	300/270
Ol'Bread	Restores 10 BP and removes 5 HP	N/A
Rot Bread	Restores 10 BP and removes 10 HP	N/A
Milk	Restores 70 BP	70/40
Sour Milk	Restores 5 BP and removes 5 HP	N/A
Yogurt	Restores 50 BP and 50 HP	N/A
Longevity Berry	Increases max HP by 25, restores 25 HP	N/A
Orange	Restores 30 HP and 10 BP	300/240
Sporange	Restores 2 BP and removes 5 HP	N/A
Rice Ball	Restores 150 HP and 150 BP	320/250
Neat Ball	Restores 300 HP and 300 BP	520/410
Sour Ball	Restores 25 BP and removes 5 HP	N/A
Mold Ball	Restores 25 BP and removes 25 HP	N/A
SP-Recover	Removes all ailments	N/A
Cake	Fully restores HP and BP	N/A
Aqualin	Removes Poison and restores 10 HP	N/A
Alchemic Tart	Restores 10 BP	N/A





## Treasures

Unappraised	Appraised	Value
Old Crown	Cakepan	150
Old Book	Comic	400
Dagger	Penknife	800
Bracelet	L-Brace (Legendary Armor)	N/A
Aged Coin	Gold Coin	10
Rock	Crystal	2500
Old Glove	A-Glove	700
Shield	Frisbee	120
Cloth	L-Cloth (Legendary Armor)	N/A
Old Sword	Shovel	780
Old Pipe	Flute	10
Helmet	Bedpan	70
Powder	Soap	50
Odd Hat	Pie Plate	350
Ugly Belt	L-Belt (Legendary Armor)	N/A
Used Boot	A-Boots	1200
Old Shirt	L-Vest (Legendary Armor)	N/A
Armor	Large Pot	470
Glasses	L-Goggles	N/A
Long Tube	Big Straw	4500
Red Shoes	L-Shoes (Legendary Armor)	N/A
Red Cloth	E-Undies	10
Wh-Cloth	B-Undies	10
Bl-Cloth	T-Hanky	2000
Lrg Tool	Pickaxe	750
Odd Bone	Baton	200

\*Depending on his mood, Conners may change the value of the appraised item when you attempt to sell it.

## Toys

Full Toy Name	Series	Full Toy Name	Series
Musashi	Series 1	Gingerelle	Series 4
Bee Plant	Series 1	Frost Dragon	Series 4
Soldier 1	Series 1	GiAnt	Series 5
Soldier 2	Series 1	Toad Stool	Series 5
Rootrick	Series 1	Ed & Ben	Series 5
Steam Knight	Series 1	Topo	Series 5
Soldier 3	Series 2	Colonel Capricciola	Series 5
Herb Plant	Series 2	Queen Ant	Series 5
King Maneater	Series 2	Soldier 1H	Series 6
Magician	Series 2	Soldier 2H	Series 6
Sleepie	Series 2	Soldier 3H	Series 6
Skullpion	Series 2	Big Walker	Series 6
Relic Vambee	Series 3	Fuhrer Flatski	Series 6
Vambee Soldier	Series 3	Tower of Death	Series 6
Bowler	Series 3	Fillet	Special
Cure Worm	Series 3	Jon & Leno	Special
Bubbles	Series 3	Mom Minku	Special
Relic Keeper	Series 3	Kojiro	Special
Penguin	Series 4	Dark Lumina 1	Special
HayaWolf	Series 4	Dark Lumina 2	Special
SlowGuy	Series 4	Dark Lumina 3	Special
Stomp Golem	Series 4		




## Quest Items

Item Name	Description
Rescue List	List of 35 people trapped in Bincho Fields
Sensor Watch	Detects nearby Bincho Fields
Jon's Key	Used to unlock stockade
Log	Collect four logs so Jon can build a raft
Manual	Used to save Steamwood
Earth Scroll	Gives Musashi Earth ability
Water Scroll	Gives Musashi Water ability
Fire Scroll	Gives Musashi Fire ability
Wind Scroll	Gives Musashi Wind ability
Sky Scroll	Gives Musashi Sky ability
Key	Used to unlock the Mine
Misteria	Used to cure Tim
Aqualin	Used to cure Tim
Rope	Used to enter the well
Statue	Used to unlock door in Restaurant basement
Gondola Gizmo	Used to fix the Gondola
Calendar	Used to guide you through Soda Fountain
Rock Salt	Used to remove "Slug Rock"
Red Eye	Used to unlock red door in Frozen Palace
Blue Eye	Used to unlock blue door in Frozen Palace
Green Eye	Used to unlock green door in Frozen Palace
Handle #0	Used to unlock Steamwood
Handle #1	Used to shut off Valve #1
Handle #4	Used to shut off Valve #4
Handle #8	Used to shut off Valve #8
Profits	Stolen profits from village stores
Jon's Note	Provides clue for finding the Sky Scroll







# *Weapons & Armor*










## Armor

All armor in the game is automatically equipped after it is appraised at the Pawn Shop.

Armor	Location	Use
L-Brace	Twinpeak Mountain	Climb certain walls by alternately pressing the  and  buttons
L-Belt	Restaurant basement	Double jump by pressing the  button twice
L-Armor	Church well	Charge speed increases
L-Cloth	Restaurant basement	Legendary Cloth for making either L-Gloves or L-Quilt
L-Goggles	Somnolent Forest	Appraise items on the spot
L-Quilt	Allucaneet Palace	Restores HP, BP, and decreases tiredness more quickly when resting
L-Shoes	Thieves' Hideout/ Frozen Palace	Walk on icy surfaces; decreases rate of tiredness
L-Glove	Allucaneet Palace	Increases critical attack %


### L-Cloth Alterations

*To make the L-Quilt or the L-Gloves, you must rescue Weaver Dineretta from Twinpeak Mountain and have the L-Cloth in your inventory. Visit Weaver Dineretta at the palace and she'll offer to make just one of the Legendary items. It takes three days to make the item.*



## Weapons

There are only two real weapons in the game that you can equip. You can find both of them in the first chapter of the game.

Name	Description
Lumina	A powerful sword that can cause a great amount of damage, but is very heavy. Lumina can be used to perform two powerful charged attacks: one is a swift circular attack, called the <b>Lumina Rotation</b> ; the other is called the <b>Mighty Strike</b> . Just charge Fusion completely and when Musashi successfully defends an enemy's attack, press the  button. You can attach scrolls to it to gain new abilities, which can be used to break certain seals. Lumina is the only sword known that can destroy Bincho Fields.

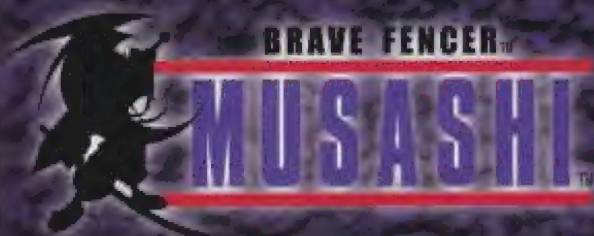
Fusion	A lightweight sword that can inflict a medium amount of damage with quick, consecutive strokes. It can be thrown at enemies to assimilate their abilities.
--------	--







*Village Shops*







# Grillin' Village Shops

This section lists all of the shops in Grillin' Village and what they have to offer.

## Fluffy Puffy Breadshop

Open 7am to 7pm, closed Thursday.

Item	Cost/Sale	Description
Rye Bread	80/50	Restores 25 BP
Bagel	120/90	Restores 50 BP
Scone	150/120	Restores 80 BP
Gr-Bread	240/210	Restores 150 BP
Milk	70/40	Restores 10 BP and 10 HP
Biscuit	300/270	Restores 100 BP, won't spoil
Jam Bread	450/420	Restores 300 BP



## Hilda's Grocery Store

Open daily from 10am to 8pm.

Item	Cost/Sale	Description
Gel	150/120	Restores 80 HP
W-Gel	250/200	Restores 150 HP
C-Drink	500/400	Restores 250 HP and 5 BP
S-Revive	3000/2400	Automatically revives Musashi; completely restores HP, BP, and removes poison
Mint	120/90	Reduces tiredness by 50% and restores 5 BP
Antidote	250/200	Removes poison and restores 5 BP
Cheese	390/310	Restores HP and BP; the older the Cheese, the more it restores
H-Mint	200/160	Reduces tiredness by 90%
EX-Drink	500/640	Fully restores HP and 5 BP
Orange	300/240	Restores 30 HP and 10 BP
Riceball	320/250	Restores 150 HP and 150 BP
Neatball	520/410	Restores 300 HP and 300 BP

On Sale Now

*Each day that the Bakery is open, they have a sale on all their merchandise after 6pm. Also, remember that all bread and milk (except the Biscuit) will spoil after three days in your inventory.*

On Sale Today!

*The Grocery will occasionally have sales on all of its products. Be on the lookout for some super deals.*





## Village Inn

Open 24 hours a day, seven days a week.

Room	Cost	Description
Room 201	210	Rest up for 8 hours, fully restores BP and 100 HP
Room 202	390	Rest up for 8 hours, fully restores BP and 250 HP
Room 203	550	Rest up for 8 hours, fully restores BP and HP, removes poison
Room 204	80	Rest up for 3 hours, restores 10 HP and 24 BP
Room 205	Occupied	Wanda
Room 206	Occupied	Macho



### Sleep Time

*Using the Inn is usually not a necessity. You can always rest at your room at the palace for free, but you'll always rest for eight hours.*

## Mannick's Restaurant

Open 6pm to 2am, closed Sundays.

Meal	Cost	Description
Juice	300	Restores 5 HP
Pea Soup	450	Restores 100 HP and 50 BP
Cake	600	Restores 150 HP and 100 BP
Gravy	800	Restores 150 HP and 200 BP
Salad	800	Restores 200 HP and 150 BP
Lasagna	1000	Restores 250 HP and 300 BP
Pork Chops	1200	Completely restores HP and BP



### Need Some Cash?

*The Restaurant is mainly used for earning extra Dran by playing cards with Macho. It's also used for reentering the Restaurant basement by talking to Mannick (after Chapter 3).*



## Toys! Toys! Toys!

Open 12pm to 8pm, closed Wednesdays.

Series 1	Series 2	Series 3	Series 4	Series 5	Series 6	Special
Musashi	Soldier 3	R-Vambie	Penguin	GiAnt	Soldier 1H	Fillet
Bee Plant	Herb Plant	V-Soldier	Haya Wolf	Toad Stool	Soldier 2H	Jon & Leno
Soldier 1	KManeater	Bowler	Slow Guy	Ed & Ben	Soldier 3H	Mom Minku
Soldier 2	Magician	Cure Worm	S-Golem	Topo	Big Walker	Kojiro
Rootrick	Sleepie	Bubbles	Ginger-E	Col-Capri	Flatski	Dlumina 1
St-Knight	Skullpion	R-Keeper	F-Dragon	Queen Ant	T.O.D.	Dlumina 2
						Dlumina 3

### Resale Value

*The purchase price for figures increases the longer they are left unpurchased. You can sell figures back to Kurt at a higher price as well, if you wait some time before trading them in. Note that Kurt won't buy opened toys, though.*

## Conner's Pawn Shop

Open 11am to 4pm, closed Mondays.

Conner's Pawn Shop doesn't sell anything, but the owner can appraise treasures found in the field. He'll be "happy" to purchase some of the treasures once they've been appraised.

## Gondola Lift

Open daily from 7am to 10pm.

The Gondola provides speedy transportation to and from the palace. It won't be open through the first half of the game due to a malfunction.

## Grillin' Village Citizens

The following is a schedule for each of Grillin' Village's citizens. The schedules represent their most common schedule. Some characters will break their schedules during different events. For example, while the Vambees are loose, no one will open their doors or leave their houses. Other characters will also sometimes visit stores.





**Mayor Govern**

8am to 10am	At home
10am to 11:15am	Roaming the village
11:15am to 3pm	At home
3pm to 4:15pm	Roaming the village
4:15pm to 8pm	At home
8pm to 8am	Unavailable

**Mrs. Govern**

10am to 11:15am	At home
11:15am to 3pm	Unavailable
3pm to 4:15pm	At home
4:15pm to 10am	Unavailable

**Tim**

9am to 6pm	Roaming the village
6pm to 9am	Unavailable

**Mint**

9am to 5:30pm	Roaming the village
5:30pm to 9am	Unavailable

**Father White**

10am to 8pm	In the Church
8pm to 10am	Unavailable

**Wid**

11pm to 11am	In the Windmill
11am to 11pm	Unavailable

**Fores**

5am to 6:30am	Roaming around Steamwood Administration office
6:30am to 9pm	In the Steamwood Administration office
9pm to 5am	Unavailable

**Mrs. Grange**

10am to 4pm	Standing near well
4:30pm to 9pm	At home
9pm to 10am	Unavailable

**Mrs. Lands**

10am to 4pm	Standing near well
4pm to 10pm	At home
10pm to 10am	Unavailable

**Mgr. Mannick**

6pm to 2am	At Mannick's Restaurant
2am to 6pm	Unavailable



**Mr. Towst**

6pm to 2am

2am to 6pm

At Mannick's  
Restaurant  
Unavailable**Tourist**

6pm to 2am

2am to 6pm

At Mannick's  
Restaurant  
Unavailable**Macho**

6pm to 2am

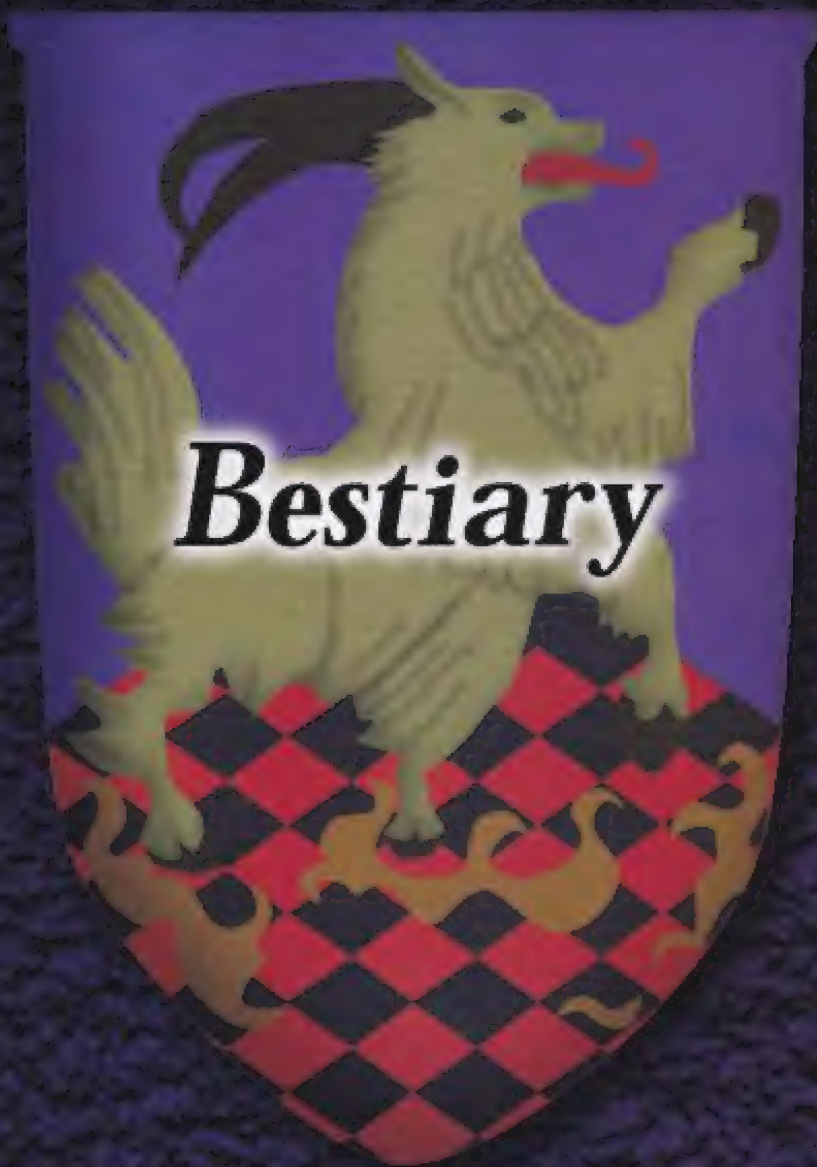
2am to 6pm

At Mannick's  
Restaurant  
Unavailable**Farmer McRice**

6am to 8am

8am to 4pm  
4pm to 6pm6pm to 8pm  
8pm to 6amRoaming the  
village  
At home  
Roaming the  
village  
At home  
Unavailable**Farmer Grange**9am to 3:15pm  
3:15pm to 5pm  
5pm to 6:45pm  
6:45pm to 9amIn the fields  
Unavailable  
Visits the Toy Shop  
Unavailable**Farmer Lacter**7am to 8pm  
8pm to 7amIn the fields  
Unavailable**Mrs. Lacter**7am to 10am  
10am to 12:45am  
12:45am to 8pm  
8pm to 7amAt home  
Goes for walk  
At home  
Unavailable









## Bestiary

Most of the enemies that you'll run across throughout *Brave Fencer Musashi* can be easily overcome with a little persistence and a lot of muscle. However, if you keep getting creamed by the same type of enemy, you may need to refer to the list below to learn how to survive different areas.

### B-Eater

**Location:** Mine, Upper Mine

**Attacks:** Jump

**Assimilated Ability:** Rip-Off

**Strategy:** B-Eaters are difficult to deal with. In addition to traveling in packs, they're also small, which makes it difficult to hit them. Whenever you see a B-Eater, either run past it or knock it off the path with your sword. A hit from a B-Eater causes no damage to Musashi's HP meter, however, it will deplete his BP meter by 5.



### Bee Plant

**Location:** Beginning Forest, Meandering Forest

**Attacks:** Poke

**Assimilated Ability:** Perfume

**Strategy:** Because the Bee Plants are immobile and trapped in a fixed location, you can easily evade them. However, you must keep a safe distance from them, or they'll stretch out and poke you. Bee Plants are easily defeated due to their low defense, which makes them vulnerable to any type of attack.



### Big Walker

**Location:** Soda Fountain

**Attacks:** Flame Thrower

**Assimilated Ability:** None

**Strategy:** These guys are fairly quick and cause LOTS of damage if you get caught by their Flame Thrower attack. When one is coming towards you, get behind it first before you start to attack. When it stops and lowers its head, it will begin its attack. Be prepared to jump to the side and run behind it to unleash Musashi's attack.



### Blue Binchoid Soldier 2H

**Location:** Soda Fountain

**Attacks:** Shoots spreading bullets

**Assimilated Ability:** 3-Way

**Strategy:** The Blue Binchoid Soldiers are tough, because their attack covers a lot of ground and distance. However, you can easily avoid their attacks by running between their shots and attacking them from behind. These soldiers are slower than many of the other enemies in the area, and can't turn around quickly. You can take them down by using Lumina.





## Blue Soldier 1

**Location:** Beginning Forest, Twinpeak Mountain

**Attacks:** Gunshot

**Assimilated Ability:** Gunshot

**Strategy:** These soldiers are more dangerous than the Red Soldiers, simply because they have a projectile attack. It's easy to avoid the Blue Soldier's gunfire by determining the direction in which they're firing. They rarely change their line of fire unless they get attacked. If you can avoid their line of fire, you can easily defeat them with Musashi's sword.



## Bowler

**Location:** Restaurant Basement

**Attacks:** Giant Seed

**Assimilated Ability:** Bowl

**Strategy:** Bowlers provide a useful purpose: the Bowl ability. Their only attack consists of rolling out large seeds along the floor. To avoid them, simply find a safe space along the sides of the path, or simply time your attack to coincide when they are generating a seed. Because of their large size, they make extremely easy targets.



## Cool Plant

**Location:** Frozen Palace

**Attacks:** Frozen 3-Way Shot

**Assimilated Ability:** Mint

**Strategy:** Cool Plants are the nastier version of the Herb Plants. They have similar attacks, but their shots can temporarily freeze Musashi, leaving him vulnerable to additional damage from other enemies. Block or dodge its shots and close in on the enemy. You can quickly eliminate the enemy with a few swipes of Lumina.



## Copycat

**Location:** Frozen Palace

**Attacks:** Mimic

**Assimilated Ability:** Clone

**Strategy:** Copycats are among the most difficult enemies in the entire game, because they mimic all of Musashi's moves. The danger during this battle is that if you get too close to a Copycat, you'll receive a powerful electric jolt. The best way to deal with them is to fry them using the Fire Scroll.



## Cure Worm

**Location:** Mine, Upper Mine

**Attacks:** Bite

**Assimilated Ability:** Antidote

**Strategy:** Cure Worms are very slow creatures. Even their attacks are slow, causing little damage to Musashi. Use the Cure Worms to assimilate the ability Antidote, which cures poison. It may be difficult to hit this enemy, because of its constant movement.



## Cursefire

**Location:** Restaurant Basement

**Attacks:** Burning Bounce

**Assimilated Ability:** None

**Strategy:** These slow enemies pop out of fire pits in the Restaurant basement. They slowly pursue Musashi through the maze, burning him if they catch up. You can extinguish their flames using the Water Scroll ability, but it's best to just keep moving.





## Fire Vambee

**Location:** Restaurant Basement

**Attacks:** Grab and Bite

**Assimilated Ability:** B.O.

**Strategy:** Fire Vambees are even tougher than the normal Vambees. You can't touch them or you'll get burned, so you must either dodge them, or assimilate their B.O. ability. It's possible to safely chop them up using Lumina, however, this is not highly recommended.



## Flying Vambee

**Location:** Restaurant Basement

**Attacks:** Grab and Bite

**Assimilated Ability:** B.O.

**Strategy:** Flying Vambees like to hover over Musashi until he least expects an attack. When the time is right, they drop down, grab him, and start chewing. Stay in one area and try to lure a Flying Vambee down; then quickly sidestep and counterattack. When properly timed, you'll easily thwart the Flying Vambees' attack.



## GiAnt (Purple Ant)

**Location:** Upper Mine

**Attacks:** Acid Shot

**Assimilated Ability:** Acid

**Strategy:** There are only two of these enemies in the entire game, but they're powerful and persistent. Try to keep moving and avoid touching the acid orbs that are shot from their tails. Also, avoid touching the green pools of goo that appear after the acid shots because they cause damage as well. Use Lumina to deliver a few good shots to the GiAnts to defeat them in no time. You can also sneak past them if you assimilate the Depress ability from a NeedlAnt.



## Green Bincholid Soldier 4H

**Location:** Soda Fountain

**Attacks:** Big Bomb

**Assimilated Ability:** Grenade

**Strategy:** These enemies are easy to dodge. They wander around aimlessly dropping time bombs on the ground. Stay away from their bombs and you won't get hurt. They're easy to attack, but don't get behind them.



## Green Soldier 3

**Location:** Somnolent Forest, Twinpeak Mountain, Meandering Forest

**Attacks:** Running Charge

**Assimilated Ability:** Javelin

**Strategy:** Similar to their red-colored counterparts, the Green Soldier won't attack unless it notices you. Once it does, an exclamation point appears over its head. The Green Soldier's main attack is the Running Charge. If it misses you, it will track you down if you are still within close range. You can either evade it by getting away, or you can attack it from behind.



## Haya Wolf

**Location:** Frozen Palace

**Attacks:** Jumping Kick

**Assimilated Ability:** D-Kick

**Strategy:** Haya Wolves are quick creatures that are difficult to attack in open spaces.

It's best to corner them against a wall, slashing and hacking with Lumina as you do.

It will take more than a few hits from Lumina to eliminate them.





## Herb Plant

**Location:** Somnolent Forest, Twinpeak Mountain

**Attacks:** Head Poke, Three-Way Projectile

**Assimilated Ability:** Mint

**Strategy:** Similar to the Bee Plants, Herb Plants have an added attack called the Three Way Projectiles. If they spot you, an exclamation point appears above their heads. When this occurs, dodge or block their projectiles. Avoid staying in one place for too long, and you can easily dispose of them by using Musashi's sword.



## Hopper

**Location:** Somnolent Forest, Upper Mine

**Attacks:** Pounce

**Assimilated Ability:** Hop

**Strategy:** Getting close to a Hopper causes it to bloom and begin to hop after Musashi. Although they're persistent, they're extremely weak. It simply takes a few hits to eliminate them. Keep in mind that they regenerate from their starting area very quickly. To avoid confronting a Hopper, stay as far away from it as possible.



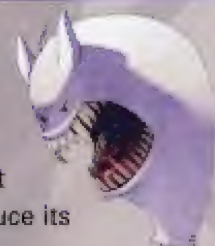
## King Maneater

**Location:** Twinpeak Mountain

**Attacks:** Devour

**Assimilated Ability:** Satiated

**Strategy:** Although the King Maneater is immobile, it's nearly impossible to pass without taking some serious damage. The best way to defeat it is to use the Shrink ability to reduce its size, and then step on it.



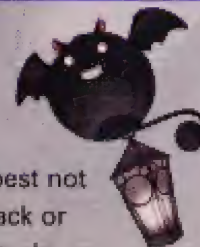
## Lamp Bat

**Location:** Restaurant Basement

**Attacks:** Swoop, Fire Bombs

**Assimilated Ability:** Firefly

**Strategy:** Lamp Bats are mainly used for lighting paths through darkened rooms, so it's best not to destroy them. Unfortunately, they're difficult to evade when they swoop down and attack or when they drop their lanterns. When you encounter Lamp Bats, it's best to evade their attacks or assimilate the Firefly ability to light your path.



## Lone Mist

**Location:** Restaurant Basement

**Attacks:** Hit

**Assimilated Ability:** Sublime

**Strategy:** These ghostly enemies can float anywhere. They rarely attack, and mainly serve as enemies with a useful ability to assimilate. One simple sword swipe will eliminate them.



## Mapper

**Location:** Frozen Palace

**Attacks:** Pounce, Poison

**Assimilated Ability:** Map

**Strategy:** Mappers attack in a pattern similar to the Hoppers. When they start to bloom, you'll know you're too close. After blooming, they start to hop around the area. Mappers are more powerful than Hoppers, plus they can poison Musashi, so avoid any contact with them.





## Magician

**Location:** Twinpeak Mountain, Somnolent Forest, Meandering Forest

**Attacks:** Shrink

**Assimilated Ability:** Shrink

**Strategy:** Magicians are very weak. Their only attack consists of shrinking Musashi, which makes it impossible for Musashi to attack them back. The Shrink attack is slow, and very easy to dodge. A Magician will teleport upon seeing Musashi, but then reappears a few steps in front of him. This makes them easy to assimilate.



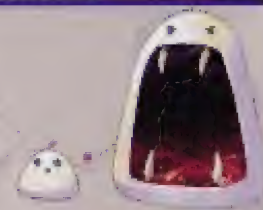
## Maneater

**Location:** Twinpeak Mountain, Somnolent Forest

**Attacks:** Devour

**Assimilated Ability:** Satiate

**Strategy:** Similar in look to the King Maneater, the Maneater doesn't pack a powerful punch. Keep in mind that you can't inflict any damage to these creatures using Musashi's swords. The best fighting strategy is to either knock or throw them into the water or woods.



## NeedlAnt (Red Ant)

**Location:** Upper Mine

**Attacks:** Hit

**Assimilated Ability:** Depress

**Strategy:** You can destroy the NeedlAnts if necessary, however, it's safer to avoid touching them at all. It's best to assimilate the Acid ability from the GiAnts (Purple Ant) in the same area, and then use the acid shots to melt them away. Note that when you melt a NeedlAnt, it will dissolve into a green toxic pool of goo that can damage Musashi on contact.



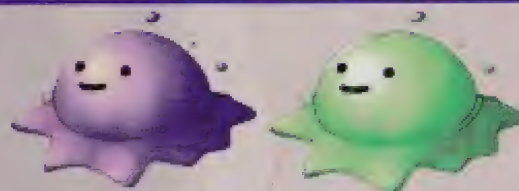
## Ooze

**Location:** Restaurant Basement

**Attacks:** Poison

**Assimilated Ability:** None

**Strategy:** You'll only find Oozes in the Restaurant basement mazes, as they drop from the ceiling onto the ground below. Because they're slow, you can easily avoid them on the ground. However, you must avoid touching them, because of the poison they emit. Using Lumina against them is a good idea, plus they leave behind Herbs (poison antidotes) when they die.



## Orange Binchoid Soldier 3H

**Location:** Soda Fountain

**Attacks:** Homing Rockets

**Assimilated Ability:** Homing

**Strategy:** The Orange Binchoid Soldier's homing rockets are easy to dodge as long as you continue to move. The soldiers aren't very quick, but don't waste too much time getting close for an attack. It's best to dispose of this enemy quickly before it can fire any rockets. Use repetitive attacks to stun it, and keep attacking until it's gone.



## Penguin

**Location:** Frozen Palace

**Attacks:** Dive, Explosion

**Assimilated Ability:** None

**Strategy:** When spotted by the Penguins, they'll dive in a straight line in Musashi's direction. You can easily avoid them by either jumping to a higher platform or by moving out of the way. They're rather difficult to defeat, so come to the battle armed with a few techniques to increase your attack power. Always make sure that you keep hitting them until they have completely disappeared. Once their heads explode, their bodies can still attack you.





## Pigloter

**Location:** Soda Fountain

**Attacks:** Machine Gun

**Assimilated Ability:** None

**Strategy:** The Pigloters hover around areas, taking potshots at Musashi wherever he's at. In addition, because they're airborne most of the time it's tough to attack them. The only way to defeat them is to wait until they land for a brief moment, and then pummel them before they take flight again. This may seem painfully slow, so you may want to avoid them altogether.



## Red Bincholid Soldier 1H

**Location:** Soda Fountain

**Attacks:** Sword Slash

**Assimilated Ability:** Fence

**Strategy:** These guys are tough! In addition to strong attacks, they're quick and will track you down if you get near them. When fighting them, it's best to either back them into a corner and alternately defend and attack, or avoid them altogether. Their swords have a long range, so keep your distance from them.



## Red Soldier 1

**Location:** Beginning Forest, Somnolent Forest, Twinpeak Mountain

**Attacks:** Running Charge

**Assimilated Ability:** Stun

**Strategy:** The Red Soldier can be easily cut down or thrown, plus they're easily evaded. If you pass too close to one, it will notice you and charge. You can anticipate an attack from this enemy when an exclamation point appears over its head.



## Sleepie

**Location:** Somnolent Forest, Twinpeak Mountain

**Attacks:** Sleeping Gas, Head Whack

**Assimilated Ability:** Sleepy

**Strategy:** Getting too close to a Sleepie will result in a bonk on the head or a shot of sleeping powder. You can use Lumina to defeat a Sleepie by delivering a heavy hit directly to its head. Using Lumina, you can split the enemy in half without putting yourself in danger of falling asleep.



## Slow Guy

**Location:** Frozen Palace

**Attacks:** Throw

**Assimilated Ability:** Hurl

**Strategy:** Slow Guys are exactly that—slow. You can easily evade them by moving around the room, however, their main purpose is to serve as a "trampoline" to reach higher ledges. They don't inflict any damage with their attacks, but they can toss you onto obstacles that cause damage. You can easily defeat them by using a few hard strokes from Lumina.



## Slug Rock

**Location:** Island of Dragons

**Attacks:** None

**Assimilated Ability:** None

**Strategy:** The Slug Rock is harmless, but it does prevent Musashi from reaching the Island of Dragons. The only way to eliminate it is to throw some Rock Salt on it, which you'll receive from Mrs. Govern.





## Sphere Bat

**Location:** Spiral Tower, Restaurant Basement, Mine, Upper Mine

**Attacks:** Swoop

**Assimilated Ability:** None

**Strategy:** Sphere Bats don't cause much damage. They basically congregate in groups, plus they're tough to attack because they're airborne. When traveling in groups, they can sometimes knock Musashi off platforms. A quick swipe from Fusion or Lumina should do the trick.



## Stomp Golem

**Location:** Frozen Palace

**Attacks:** Crush Drop

**Assimilated Ability:** Steel

**Strategy:** There's really no point in destroying Stomp Golems, because they regenerate immediately. They serve mainly to provide Musashi with the Steel ability. The best way to avoid getting crushed by a Steel Golem is to look for shadows in the larger clearings of the ice block mazes.



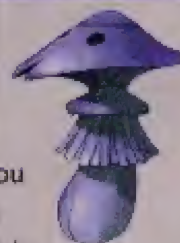
## Toad Stool

**Location:** Mine, Upper Mine

**Attacks:** Poison Gas, Head Whack

**Assimilated Ability:** Toxin

**Strategy:** Similar to Sleepies, Toad Stools emit clouds of poisonous powder when hit or if you get too close to them. When fighting them, it's best to keep a safe distance and split them in two with an overhead slash from Lumina. As an alternative, you can double jump over them to avoid any contact at all.



## Vambee

**Location:** Restaurant Basement

**Attacks:** Grab

**Assimilated Ability:** B.O.

**Strategy:** It's best to always avoid Vambees whenever possible, because they are difficult to defeat. If you get too close to them, they can grab Musashi. While in a Vambee's clutches, it will gradually drain Musashi of HP. Even if you cut a Vambee in half, its torso will continue to chase you around, plus it can still inflict damage. The Shish Kebab technique causes lots of damage to a Vambee. So much, in fact, that the Vambee won't have the chance to split in two.



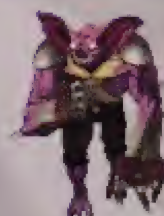
## Vambee Soldier

**Location:** Chapel

**Attacks:** Grab and Bite, Paralyzing Gas

**Assimilated Ability:** B.O.

**Strategy:** You'll only face these enemies during your encounter with Bubbles. You can't kill them or even assimilate an ability, so you'll have to play a game of keep-away. A Vambee Soldier's only weakness is sunlight. As soon as dawn arrives, it will explode into a thousand pieces.



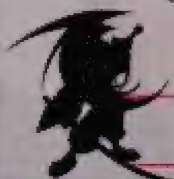
## Wisp

**Location:** Restaurant Basement

**Attacks:** Hit

**Assimilated Ability:** None

**Strategy:** Wisps can light up darkened rooms and unlit paths. However, they can still inflict damage to Musashi if you get too close. They travel in a distinct pattern, so note it and use it to your advantage.





# SPECIAL FINAL FANTASY VIII DEMO GUIDE

You're probably fully aware of the FINAL FANTASY VIII DEMO packed with your copy of Brave Fencer Musashi. The following section provides a detailed walkthrough of the demo to help you get the most out of it. You'll find complete strategy, maps, a bestiary, a list of spells, and an item list—basically everything you'll need to prepare yourself for the biggest release of 1999—FINAL FANTASY VIII!

## FINAL FANTASY VIII BASICS

For those of you who played through FINAL FANTASY VII, the game should seem familiar. Most of the play mechanics are the same. Battles are still fought in real-time using the ACTIVE-TIME BATTLE SYSTEM (ATB), monsters can be summoned to join you in battle, and characters can still cast magic. However, there are a few differences. This section will cover the basics on exploring and battling with an emphasis on the new features in FINAL FANTASY VIII.

### BATTLING ENEMIES


When you encounter enemies, the screen automatically shifts to the battle screen. On this screen, you can give your characters various commands, helping them defeat the enemy horde.



First, you should be aware that battles are fought in real time. If you put down your controller in the middle of a battle without pausing, the enemy will continue to attack at its next opportunity. Therefore, rule #1 is never get distracted during a battle, or your party may get wiped out.

Who goes first in battle is determined by each character's speed. Faster characters will not only attack first in most fights, but they'll also get to attack more often. The same goes for your enemies.



#### WAIT A SECOND

*You may not always want your fastest character to go first. In such cases, you can skip a character's turn by pressing the  button. The character's ATB (Active Time Bar) will remain full, but control will skip to the next character with a full ATB. If no other character has a full ATB, you will maintain control over the originally selected character.*

To attack, highlight a battle command and press the  button. In some cases, like selecting Magic, this will open up a sub menu. Select your second option (such as the type of spell you want), and press the  button again to cast attacking, healing, or drawing magic.





### TARGETING TROUBLE

*To make things easier, you can press the L1 button to access extra text boxes. These boxes enable you to target enemies and allies without having the normal cursor. Believe me... this can be a lifesaver!*



to use an item from your inventory in the middle of a battle. This is especially helpful when a character gets "K.O.ed" or when you're running low on Cure spells.

If you lose a battle, it means all three party members have been "K.O.ed," and you lose the game. Keep up your characters' HP, and always make sure you quickly revive a downed ally using a **Phoenix Down**. There's nothing worse than getting forced to start over.



### RUNNNING AWAY

*At any time during a battle, you can attempt to flee by pressing both the L2 and R2 buttons simultaneously.*

## GUARDIAN FORCES

In the past, you'd simply summon a creature and shortly thereafter the creature would appear and wreak havoc on the battlefield. Now there's actually a chance that the summoned creature might not make an appearance in the battle. Each Guardian Force has HP just like the normal characters. As soon as a Guardian Force is summoned, the creature's HP replaces the summoner's HP. Each time the summoner gets hit and until the summoned creature reaches the battlefield, the Guardian Force takes damage to its HP. If its HP gets depleted, the summons will fail.



To make matters worse, once a Guardian Force has been defeated in battle, you can't summon the creature again until your next battle. This won't matter much in most battles, however, it's critical in long

Boss fights where you may want to summon a

Guardian Force several times.

### NO CURE

*You can't heal Guardian Forces during battle. If you cast a Cure spell on the summoner while that person is summoning a Guardian Force, the spell will heal the summoner although the summoner's HP bar has been replaced with the Guardian Forces HP bar.*

# FINAL FANTASY VIII





In the demo, there's only one Guardian Force that can be summoned and Rinoa is the only character who can perform it. Once again, Final Fantasy veterans will remember the water god, **Leviathan**, who has appeared in every Final Fantasy adventure since Final Fantasy II. This powerful creature packs a powerful water attack that sometimes causes more than 300 points of damage. Also, if you have one, make sure you use your Dual Shock controller. Leviathan's appearance is perhaps the best use of the Dual Shock's vibration to date.

## THE DRAW SYSTEM

The new Magic system, known as the **Draw System**, is much easier to use than Final Fantasy VII's Materia system. This time, there's no need to learn how to combine elements to create spells. Instead, you'll simply steal spells from your enemies, and then either immediately cast them or store them for later use.

During battle, you'll notice that Zell and Squall have both the **"MAGIC"** and the **"DRAW"** commands along with the other normal battle commands. These two commands are both used for casting magic spells, but there are major differences between them.



The **"MAGIC"** command is used for casting stocked up spells. When selected, you're given a list of the various spells that a character has in stock and how many of each remains. Using one of the spells reduces the character's inventory of that particular spell by one.



The **"DRAW"** command is used for casting or stocking up on spells that an enemy uses. Select Draw, and then select an enemy.

At this point, you're

shown a list of the enemy's spells. The list will vary depending on the targeted enemy. Select the spell you

want to Draw, and then select whether you want to add it to your character's stock (STOCK) or cast it immediately (CAST).

It's always a good idea to stock up on some spells, such as **Cure**, just in case you need them later. You may find yourself in the middle of a fight with a powerful enemy wishing you'd stocked up a bit more on a spell you saw earlier. In this demo, this won't be a big problem, simply because all of the major enemies have the Cure spell and at least one powerful attack spell.

### NO MP

*Notice that your characters no longer rely on MP (Magic Points) for spell casting. This is both an advantage and disadvantage to the spellcaster.*



## THE CONTINUOUS SWORD

Squall's weapon, the **Gunblade**, is unlike any other weapon in the Final Fantasy adventures. With the proper timing, you can actually increase the amount of damage each of his attacks cause. To do so, you must press the **R1 button** just before Squall makes contact with an enemy. This causes Squall's Gunblade to fire a shot as it also cuts through the enemy.



The amount of extra damage caused depends upon your timing. A fraction of a second can be the difference between inflicting 40 or 60 hit points of damage. Don't worry if your reflexes aren't your strongest asset; as long as your timing is somewhat close, you'll cause additional damage.

Maximum damage occurs when you press the **R1 button** just before Squall

makes contact. You can press the **R1 button** earlier, however, the damage will be significantly less. The game will provide you with a graphic indicator as to just how close you are to making contact with your target. If you are pressing the button in time, but not really close to the optimal moment, a red streak will appear at the sword's tip. If you press the button at exactly the right moment, a large explosion will appear.



**Press R1 at this moment**

### DUAL SHOCK ADVANTAGE

*Those gamers with a Dual Shock controller will have the added advantage of a vibration feature. The amount of vibration is a good indicator for just how close you're coming to finding that perfect moment.*

*Obviously the vibration will be stronger if your timing is better.*

The toughest part of using the Gunblade is remembering to press the R1 button each time Squall attacks. With time, though, this will come automatically, however, while switching through menus (especially while attempting to use the Draw command) you'll probably miss some opportunities. Don't get distressed about it; just try to make sure you pause for a moment to let Squall attack, and then return to managing the battle.

## SPECIAL ATTACKS

Special Attacks are a carryover from Final Fantasy VII. Just like their Limit Break predecessors, Special Attacks occur when a character's HP is low. The difference is that in Final

Fantasy VII, there was a gauge bar to help indicate how close a character was to achieving a Special Attack. In the FINAL FANTASY VIII demo, Special Attacks appear randomly. However, a

character's chance for getting a Special Attack steadily increase as the character's HP decreases. In other



**FINAL FANTASY VIII**



words, if a character is close to his/her maximum HP, it's highly unlikely that character will achieve a Special Attack. If the character is down to a few measly HP, he/she will probably receive a Special Attack.

A Special Attack is a one-time attack that causes massive amounts of damage to your opponent(s). In the demo, these attacks typically cause over 300 hit points of damage to one or more enemies depending on the character using the Special Attack.



### **SQUALL'S GUNBLADE**

*Due to Squall's Gunblade, you can enhance his Special Attacks. When you choose the C.Sword Special Attack, a small meter appears at the bottom of the screen. The triangles on the meter indicate points in the Special Attack when Squall's weapon will hit the enemy. If you can press the B1 button on each of the triangles, you'll cause extra damage. Each time you press the button the closer the meter is to the back of a triangle, the more damage you'll cause. Hit enough of the triangles properly, and Squall will follow up his attack with a powerful fire wave that hits every enemy on-screen.*



You'll know a character is ready to perform a Special Attack when you see a small triangle next to the normal Attack command. To switch Attack over to the character's

Special Attack, highlight the Attack command and push Right on the D-pad or Analog Stick. This will replace the Attack command with the name of the character's Special Attack. Select the Special Attack by pressing the  $\times$  button while continuing to hold RIGHT. If you release the D-pad, you'll return to the normal Attack command and miss your opportunity to perform a Special Attack.



### **SPECIAL ATTACK CHEAT**

*Because Special Attacks are randomized, you can sort of force the game to "prepare" a character's Special Attack. To do so, continually skip between characters using the  $\circ$  button.*

*Eventually, the game will ready a character's Special Attack. Note that the HP rule still applies. The lower the character's HP, the more likely the game will ready the character's Special Attack.*

Unlike Final Fantasy VII's Limit Breaks, you can't save a Special Attack for later use. If you use a character's normal Attack command when that character is ready to perform a Special Attack, the Special Attack will most likely be gone the next time the character is ready to attack. The same holds true for skipping the character's turn. By skipping a character that is prepared to perform a Special Attack, you are in effect sacrificing the Special Attack, because it will most likely not be ready when the character is re-elected.



# CHARACTERS

The following section is a quick look at your party. You can expect a much larger cast in the final release of FINAL FANTASY VIII. Check here for information on your party's strengths and weaknesses, and how to best utilize them in battle.

## SQUALL LEONHEART

**Age:** 17  
**Height:** 177cm  
**Weapon:** Gunblade  
**Special Attack:** Fated Circle  
**Strength:** Powerful Attacks  
**Weakness:** Requires Timing



Squall is the party's leader and the most well rounded of the three. His attack power is admirable, but is lessened if you fail to properly use his Gunblade during a battle. He can use magic fairly well, but packs a stronger punch with his powerful **Fated Circle Special Attack**.

## ZELL DINCHT

**Age:** 17  
**Height:** 163cm  
**Weapon:** Fists  
**Special Attack:** Meteo Barret  
**Strength:** Strong Attacks and High HP  
**Weakness:** Weak Magic



Zell is the party's heavy hitter and damage magnet. His high HP enables him to concentrate on pummeling your opponents, while enabling him to remain well protected in the tougher fights. The best thing about Zell is that he causes more damage with each punch than the other two party members cause, and you don't have to do anything extra.

## RINOA HEARTILLY

**Age:** 17  
**Height:** 168  
**Weapon:** Blade Ring  
**Special Attack:** None  
**Strength:** Strong Magic and a Guardian Force  
**Weakness:** Low HP and Attack Power



Rinoa is basically the party's dedicated magic user. Although her attacks are worthy, her true power is obvious as soon as she starts casting spells. She'll typically cause or heal twice as much damage as another character casting the same spell. Unfortunately, her spell inventory is limited, so rely on Squall and Zell when you need a little boost. Obviously, Rinoa's greatest strength is her ability to summon the **Guardian Force, Leviathan**. This is the strongest attack in the demo, outside of Squall's Fated Circle Special Attack.



FINAL FANTASY VIII



## ITEM LIST

Item	Description
Potion	Restores 100 HP
Phoenix Down	Restores life

## MINI BESTIARY

As with any FINAL FANTASY adventure, you'll encounter a large horde of enemies, ranging from those you've seen before to

extremely bizarre new creatures, the likes of which only Square can deliver. In this section, you'll find a complete listing of the monsters in the demo, their strengths and weaknesses, vital stats, and other pertinent information. Use this section when you enter battle against an enemy to give yourself a strategic advantage.

### Disclaimer

*All Bestiary statistics are approximate and may not truly represent each enemy.*

#### GALBADIA SOLDIER

HP: 105  
ATK: 20  
DEF: 5  
Magic: 12  
Mag Def: 1  
AGL: 20

Special Attacks: None  
Items: Potion, Phoenix Down  
Spells: Fire, Cure



#### SNAKE HORN

HP: 400  
ATK: 20  
DEF: 10  
Magic: 18  
Mag Def: 2  
AGL: 25

Special Attacks: Dark  
Mist, Wrap Around  
Items: Phoenix Down  
Spells: Thunder, Blizzard



#### MESMERIZE

HP: 210  
ATK: 16  
DEF: 13  
Magic: 20  
Mag Def: 4  
AGL: 50

Special Attacks: Back Kick,  
Blade Shot, Blade Cut  
Items: Phoenix Down  
Spells: Fire, Cure, Double



#### BUEL

HP: 60  
ATK: 14  
DEF: 6  
Magic: 21  
Mag Def: 24  
AGL: 40

Special Attacks: None  
Items: Potion  
Spells: Blizzard, Fira,  
Thundara



#### WEDGE

HP: 600  
ATK: 23  
DEF: 8  
Magic: 12  
Mag Def: 1  
AGL: 50

Special Attacks: Arm Slash  
Items: None  
Spells: Thundara, Cure,  
Double



#### BIGGS

HP: 210  
ATK: 26  
DEF: 10  
Magic: 12  
Mag Def: 4  
AGL: 50

Special Attacks: None  
Items: None  
Spells: Fire, Blizzard





**ELVORET**

HP: ???

ATK: 27

DEF: 1

Magic: 22

Mag Def: 11

AGL: 50

Special Attacks:

Storm Breath, Dark Mist

Items: Phoenix Down

Spells: Fira, Blizzara, Cure



**X-ATM092**

HP: ???

ATK: 20

DEF: 11

Magic: 19

Mag Def: 18

AGL: 30

Special Attacks: Claw Crush,

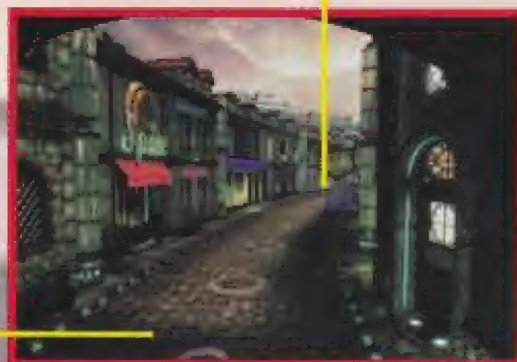
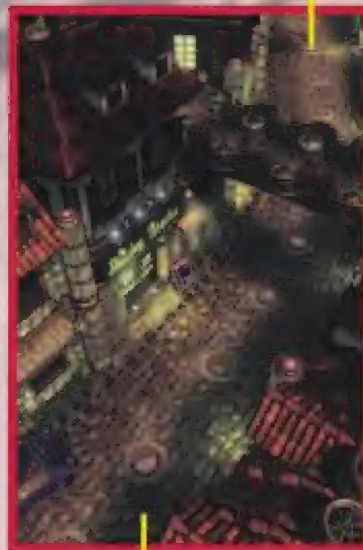
Ray Bomb

Items: None

Spells: Fire, Thunder, Cure

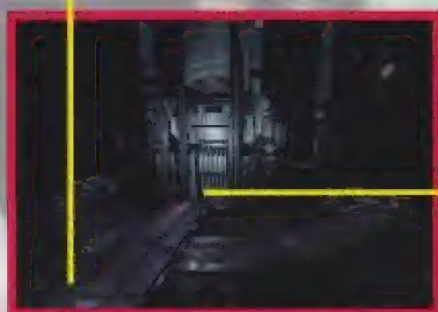
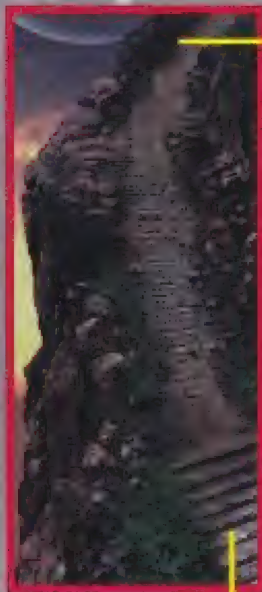
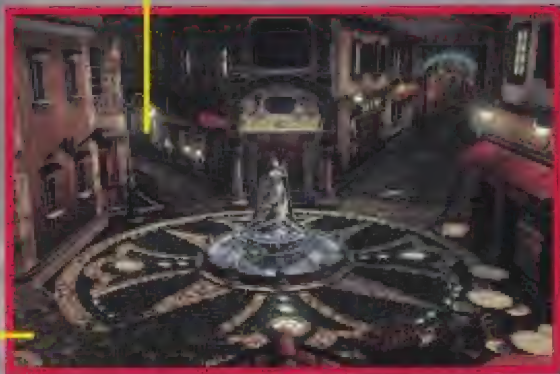


## FINAL FANTASY VIII MAPS



  
**FINAL FANTASY VIII**







# THE WALKTHROUGH

The following is a hand-holding walkthrough of the demo. Please attempt to complete the demo without using this section before you reference it. Playing along with a walkthrough often takes away a lot of the surprise and challenge, lessening the experience for some players. Should you get stuck, please feel free to sneak a peak, but otherwise you should only use this section to help you locate things you might have missed earlier.

## THE ARRIVAL

Upon hitting the beach, follow Seifer up the stairs to the town's entrance. This is where you're forced into your first fight against two Galbadia Soldiers. Zell mentions that Squall should use the **R1 button** when attacking, which is his special **Gunblade** ability. (See the "Continuous Sword" section for more details.)



After the battle, continue

to follow Seifer deeper into the city. He'll act as sort of a point man for the rest of the team, so you should always follow his lead.

**DRAW SUPPORT**  
*Galbadia Soldiers can provide you with the useful CURE spell. Try having Squall and Zell use their Draw commands and stock up on several CURE spells. This will help later in the game when you face enemies that don't have the CURE spell. By doing so, you'll have plenty of them in your magic stock for healing.*

After leading you through a second forced battle, you'll reach the city square. Check the northeast area for enemies to find a lone Galbadia Soldier.



Eliminate the soldier and then speak with Seifer.



At this point, it becomes a waiting game. When you finally regain control of Squall, speak with Seifer twice to move things along. The enemy will appear and head toward a structure far in the distance. Follow them and prepare for some serious fights.

## GETTING SERIOUS

*After crossing the bridge, things start to get serious. The enemies are a lot tougher than those you fought in town, so keep your HP up and never let down your guard.*

**FINAL FANTASY VIII**



At the base of the mountain, you'll encounter several fallen **Dollet Soldiers**. It's also here that you're forced to fight a large **Snake Horn**. Don't take this creature too lightly, because it can cause a lot of damage to your party in a short amount of time. It also doesn't have a Cure spell you can draw from it, so you must rely on those Cure spells you've drawn previously or by using healing items.



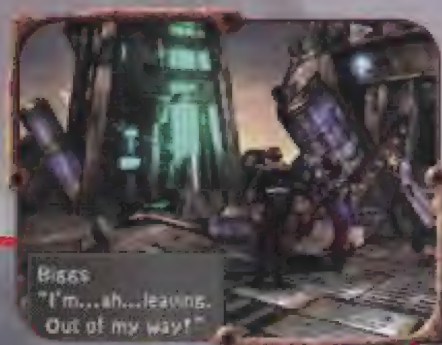
### DRAWING BUELS

*Buels are wimpy flying creatures with a powerful punch. They can provide your characters with three powerful attack spells if you're willing to spend the time stocking up.*



Defeat the Snake Horn and continue to follow Seifer up the mountain. You'll get a sneak peak of the Antenna Facility's entrance and several Galbadia Soldiers gabbing about repair work.

Continue around the mountain and enter the Antenna Facility. After riding the lift to the top, you'll encounter **Lieutenant Biggs**, who's just wrapping up repairs to the antenna. After a brief CG sequence, you're forced into battle.



## BIGGS & WEDGE



At the start of the fight, it's the team against Lieutenant Wedge. However, shortly thereafter, Biggs returns to assist Wedge in battle. Wedge has some strong spells that you can steal. It's wise to draw several **Double spells** and add them to your characters' stock. They're not really necessary now, but they'll come in handy later.

Both enemies' physical attacks are strong, but not devastating; but make sure you watch out for Wedge's magic and his Arm Slash attack. This battle is less about causing damage and more about waiting out the enemy. Keep your characters' HP up and attack when you get the chance. Not long after Biggs shows up, an even bigger surprise drops in...





## FLASHBACK

Remember Biggs and Wedge from *Final Fantasy VII*? Although these aren't the same characters, Square has always had a tradition of carrying over some character names from game to game. For example, Cid has appeared in every *Final Fantasy* since *Final Fantasy II*.

Chocobos are also an example. It would appear that Square has decided to adopt Biggs and Wedge as yet another *Final Fantasy* fundamental.



## ELVORET



Elvoret is much tougher than the combined team of Biggs and Wedge. Its Storm Breath and Dark Mist attacks are both very powerful. The Storm Breath hits your entire party for around 50 hit points of damage each. The Dark Mist can hit a single party member for 70 or more hit points of damage. In addition, Elvoret is quick! During this battle, it will attack more often than your individual characters.

Keep each character's HP over 75, and heal everyone using Squall's and Zell's **Draw** ability to draw and cast Elvoret's Cure spell. If things look really bad, you should have Rinoa use her Cure spell, because it heals twice as many HP due to her stronger magic abilities.



**Special Attacks** and Rinoa's **Guardian Force**,

**Leviathan**, are your best bet in this battle. You may want to let Squall's HP linger around a hundred to ensure a couple of Special Attacks during the battle. Also, have Rinoa summon Leviathan constantly. Otherwise, focus on staying healthy and just pick away at Elvoret until it falls.



After the fight, a Dollet Soldier appears and informs the team that they have 15 minutes to reach their transports on the beach. Quickly hop into the elevator and ride it down.

Wedge makes one more attempt to stop Squall and friends by calling upon a large robot, which drops in on them as they leave the Antenna Facility.

**TIME IS PRECIOUS**  
You can't afford to waste a single second for the rest of the demo. If you need to read this or look at the maps after the 15 minute timer starts, make sure you pause the game.

**FINAL FANTASY VIII**





## X-ATM092

The X-ATM092 is one tough customer. It packs a harder punch than Elvoret, but has fewer HP. If you can hit it with one or two Special Attacks and a couple of powerful spells, you can finish this fight quickly.

Try to keep your party's HP over 100. The X-ATM092's Ray Bomb can cause as much as 100 hit points of damage to your entire party. Plus, this Boss has several other powerful attacks. If the X-ATM092 uses the Ray Bomb, make sure you quickly heal everyone and don't worry about the amount of time it takes. It will take a lot more time to play back to this point if the Boss kills everyone.



After causing enough damage, the Boss collapses and you're given the chance to escape (press and hold R2 and L2 simultaneously). Don't dawdle!! The X-ATM092 has a self-repair mechanism, and will soon be back on its feet. If it stands back up before you run away, you'll be forced to knock it back down again while time whittles away.

The rest of the trip back to the beach focuses on your attempt to escape from X-ATM092. It will pursue the team relentlessly onto each screen. Each time it captures them, you're forced to waste valuable time knocking it back down. Fortunately, you only have to fight the Boss two more times if you act quickly and don't slip up; however, this may be tough to do on your first time through the demo.

This is why I suggested you study the landscape earlier. Each time you enter a new screen, it helps shave off reaction time, which can make all the difference in the world. If you're not familiar with an area, pause the game before entering a new area and check out the maps.

You can dodge the Boss on the first two parts of the path. However, the second is tougher than the first. Just make absolutely sure that you're already pushing left when the screen begins to fade in or the Boss will land right on top of the team.

There's no way around the fight in the third area, but from this point on, all of the other fights are avoidable. On the bridge when the Boss leaps over your party, stop and back up several steps. If you lead it far enough back, the Boss will hop back over the party to block their progress. Quickly run back to the right, and you should be able to clear the bridge fight free.



The rest of the town is a breeze. You'll have plenty of time to get through each area without having to fight X-ATM092 again. The demo ends when you reach the beach. Just think... There's only about 365 more days before you can get your hands on the finished game. Fortunately, you have *Brave Fencer Musashi* to hold you over until then. Happy gaming.





©1997, 1998 Square Co., Ltd. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Square Soft is a registered trademark of Square Co., Ltd. Parasite Eve, Bushido Blade 2, and Xenogears are trademarks of Square Co., Ltd. Based on the novel: Hideo Saito "parasite EVE" (Kadokawa Horror Bunka). Character designed by Tetsuya Nomura. ©1997, 1998 Square Co., Ltd./Lightweight Co., Ltd. Bushido Blade is a trademark of Square Co., Ltd. ©1998 Square Co., Ltd. All rights reserved. Xenogears is a trademark of Square Co., Ltd. U.S. Patent No. 5,398,937, 5,449,862. The ratings icon is a trademark of the Interactive Digital Software Association.

**SQUARESOFT®**

[www.squaresoft.com](http://www.squaresoft.com)

Published by Square Electronic Arts L.L.C.



OFFICIAL  
BRAVE FENCER™  
**MUSASHI**™  
STRATEGY GUIDE

# THE ONLY OFFICIAL GUIDE!

Thirstquencher Empire continues to terrorize the citizens of Allucaneet Kingdom. Palace members have been taken prisoner, and Princess Fillet has been taken hostage. The village needs a hero!

The fate of Allucaneet Kingdom rests in your hands—and it won't be easy!

- Full-color maps to help guide you through the game
- Detailed Walkthrough of Allucaneet Kingdom
- Complete Bestiary stats
- Comprehensive lists of Lumina Abilities & Learned Techniques
- Complete lists of Items & Armor

## Game Secrets Revealed!

Uncover all 13 Minkus, plus the Mother Minku!  
Locate all 35 trapped palace members!  
Macho and Mannik's Restaurant card game trick!

**BradyGAMES**  
STRATEGY GUIDES  
[www.bradygames.com](http://www.bradygames.com)

**SQUARESOFT®**  
[www.squaresoft.com](http://www.squaresoft.com)

©1998 Square Co., Ltd. All rights reserved. Square Soft is a registered trademark of Square Co., Ltd. Brave Fencer and Musashi are trademarks of Square Co., Ltd. Final Fantasy ® is a registered trademark of Square Co., Ltd.

**\$14.99 US/\$21.95 CDN/£13.50 net UK**

